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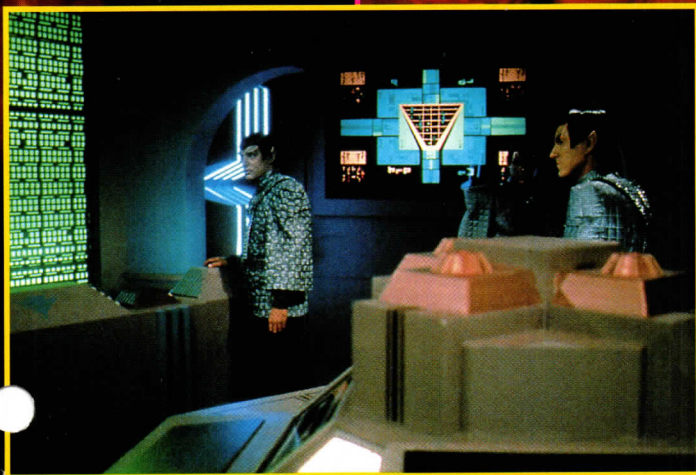
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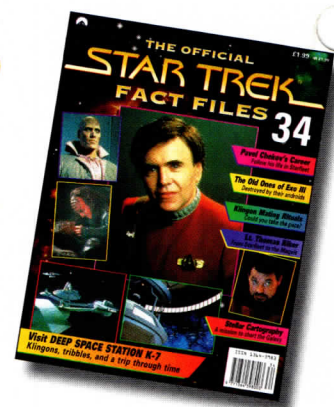
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 30

ALPHA QUADRANT

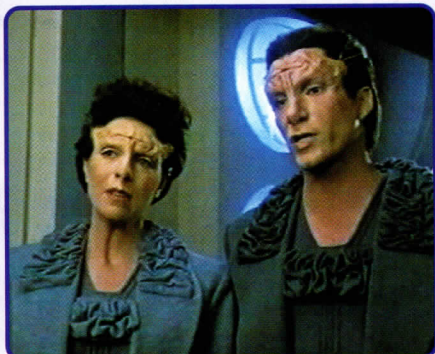


CHARTING
THE GALAXY

HEKARAS II

CLASS-M PLANET

Remote Federation member planet located in the 12-light-year wide **Hekaras Corridor**. Because **Hekaras II** is near an area of space that has been damaged by **warp engines**, a warp speed limit is put in place to protect the planet and the Hekaras corridor. A small **subspace** rift has been caused by passing starships' warp fields; the climate of Hekaras II has been affected by the changing gravitational field this has generated, and further unlimited usage could cause irreparable damage. The Hekaras Corridor is now used for essential travel only.



Hekaras scientists Serova and Rabal prove that warp engines are damaging the fabric of space.

HURADA III

CLASS-M PLANET

This Federation planet is host to a delegation of telepathic historians some time before they pay a visit to the **U.S.S. Enterprise NCC-1701-D** in 2368. Information from **Hurada III**, along with reports from the **Enterprise** crew, indicates that one of the historians is performing telepathic memory intrusions.

Jev is a powerful telepath who misuses his abilities to invade the thoughts of others. This is known as telepathic memory invasion, and is a form of mental rape.



HOLBERG 917G

CLASS-M PLANET

This small planet in the **Omega system** is designated **Class-M**. The planet's atmosphere has a pink hue. **Holberg 917G** is home to a human male named **Flint**, who claims to be almost immortal, and an android named **Rayna Kapec**. The planet has rich deposits of **ryetalyn**, a substance required as an antidote to the deadly **Rigellian fever**. In 2269, this disease, which can kill within one day, spreads throughout the **U.S.S. Enterprise** and kills several of its crew.

Flint, who bought Holberg 917G using the name **Brack**, has built a large castle-like structure. He lives there undisturbed by the rest of the universe.



The U.S.S. ENTERPRISE detects large deposits of ryetalyn on Holberg 917G. Kirk is determined to collect the ryetalyn to save his crew from the deadly effects of Rigellian fever, and takes a landing party down to the planet, which he believes is uninhabited.

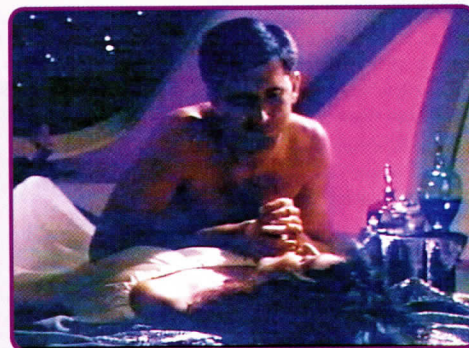
Flint was born on Earth in 3834 BC; through a fluke of nature he is almost immortal. He claims to have had many identities on Earth, including Leonardo da Vinci and Methuselah. He created Rayna Kapec to keep him company.



HURKOS III

CLASS-M PLANET

The one-quarter **Betazoid** negotiator **Devinoni Ral** moves from Earth to **Hurkos III** at the age of 19. In 2266, he comes aboard the **U.S.S. Enterprise NCC-1701-D**.



When Devinoni Ral visits the U.S.S. ENTERPRISE, Deanna Troi finds herself deeply attracted to him and the two become lovers. In a private moment, he tells her that he originally lived in Brussels on Earth, but moved to Hurkos III at the age of 19.





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 30

ALPHA QUADRANT



CHARTING
THE GALAXY

ICOR IX

CLASS-M PLANET

The distinguished **Astrophysics Center** is located on **Icor IX**. In 2266, this scientific center hosts a symposium on rough star clusters.

INGRAHAM B

CLASS-M PLANET

One of several **Class-M** planets infected with lethal neural parasites. Deadly to humanoids, the parasites attack **Ingraham B**, forcing some of the population to leave the planet. The parasites travel with them to the next planet, **Deneva**, where they are finally destroyed by high doses of ultraviolet light.



In 2265, **Ingraham B** is one of the planets that is attacked by a species of spacefaring neural parasite, which is eventually destroyed on **Deneva**.

IYAAR

CLASS-M PLANET

This **Class-M** planet, homeworld of the humanoid **Iyaaran** people, has some spectacular natural crystal formations. The first cultural exchange with the **Federation** occurs in 2370 when Iyaarans representing their planet take part in experiences that are foreign to them. As they do not eat other than for basic sustenance, one of them partakes of various types of food. Another provokes a **U.S.S. Enterprise NCC-1701-D** crew member and experiences emotions such as violence. Another tries to explore the idea of love.

The reproductive cycle of the Iyaarans is somewhat unorthodox. Rather than a mammalian-type birth, they emerge from natal pods already fully grown. Their reproduction is through a process called post-cellular compounding.

One of the **Iyaaran** delegates takes **Captain Picard** to an isolated planet in a bizarre attempt to explore the emotion of love.

INDRI VIII

CLASS-L PLANET

When this planet is first recorded by **Federation** scientists in 2340, there is evidence of plant life, but not of animal life.

On the surface of **Indri VIII**, **Captain Picard** finally manages to decode a message left in the DNA of several species.



INVERNIA II

CLASS-M PLANET

Dr. Julian Bashir's father spent some time on **Invernia II**. Apparently, he was working as a diplomat, but he has been known to misrepresent his various occupations.

ITAMISH III

CLASS-M PLANET

The **Sisko** family, **Benjamin**, **Jennifer**, and their son, **Jake**, visit this beautiful **Class-M** planet when they take a camping holiday. Young **Jake** learned how to water-ski on a lake on **Itamish III**.

JANUS VI

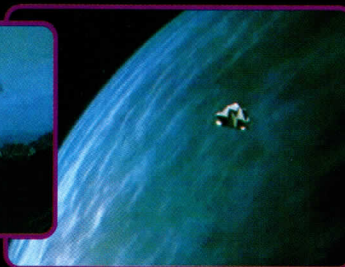
CLASS-M PLANET

Janus VI is the source of vast supplies of the precious mineral **pergium**, which is vital as it is used as a power source for life support systems. The **Federation** has a subterranean **pergium** mining operation on the planet. Mining conditions on **Janus VI** are very difficult and hazardous. The planet's mineral deposits, which also include platinum and uranium, are so rich that if they could be accessed easily they would supply the needs of a thousand planets.

Janus VI appears reddish-brown from orbit, with cloud cover in its atmosphere. There are no traces of volcanic activity on the planet, which is inhabited primarily by the **pergium** miners. The only indigenous life form is the **Horta**, silicon-based creatures who produce a powerful corrosive agent which allows them to cut tunnels through solid rock with ease.

To give birth, the **Horta** create thousands of silicon nodules which are actually eggs. Every 50,000 years, all but one of the **Horta** die. The survivor becomes the mother of the race, and is extremely protective of the young. The **pergium** miners have been suffering unexplained deaths, and the crew of the **U.S.S. Enterprise** realize that these have been caused by the mysterious creature in an attempt to protect its eggs. However, it eventually enters into a symbiotic relationship with the miners, and even helps them to mine the planet.

The **Horta** of **Janus VI** is the first silicon-based life form ever encountered by the **Federation**.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 17



OTHER GROUPS
AND RACES

THE MINARANS

The Minarans' capacity to learn instinctive responses from other races, and their willingness to heal the wounds of others, could save them from the destruction of their solar system.

The **Minaran Star System** comprises several planets, at least two of which are known to be inhabited by pre-spaceflight civilizations.

The humanoid inhabitants of these planets possess some of the most extraordinary abilities ever encountered by the **Federation**. The Minarans are fully empathic; they are not only able to sense the feelings of others (as **Betazoids** can) but also possess the ability to absorb pain from another person and to heal injuries.

The process is quite straightforward. A Minaran

makes physical contact with a wounded person, whose injuries instantly begin to disappear. Identical wounds then appear on the Minaran, and he or she is able to dissipate the absorbed injuries through their own body and then return to a normal healthy state.

Amazing powers

While they are absorbing pain, Minarans link their nervous system to the person they are helping, literally lending them their own strength. The Minarans can even cure serious injuries such as heart failure and kidney damage.

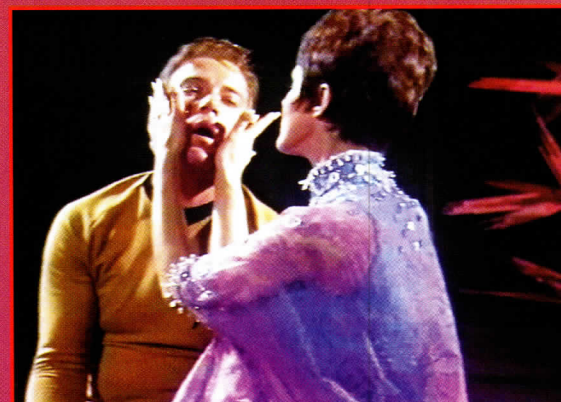
Taking pain

Minarans have the unusual ability to absorb pain from others. When they do so, the injuries briefly appear on their own bodies before being dissipated by their natural recuperative abilities.

Healing touch

Minarans normally make contact with the person they are healing. However, if the injuries are severe, they may just move their hands near the body until the worst damage has been dealt with.

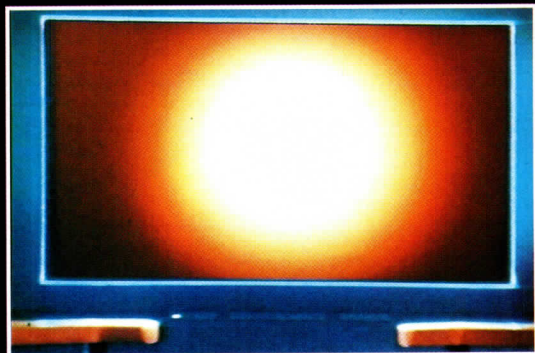
Minarans are capable of adapting after contact with other species. If exposed to passion and bravery, they will become passionate and brave. Perhaps because of



A WORLD UNDER THREAT

Only one can survive

The inevitable death of the Minaran star will destroy all of the planets in the system, and will kill all of those who live on them. The Vians are an advanced race, and have enough technology and equipment to rescue the inhabitants of one of the Minaran planets; they have decided to rescue the most worthy species.



The Minaran star is approaching nova. Solar activity has risen to dangerous levels, and it is often difficult for starships to operate within this system. When the star explodes, all life in the Minaran system will be destroyed.

System Minara
Class N/A **Quadrant** Alpha
Also known as No other names

Features The Minaran star has become unstable and is approaching nova.
Life Forms At least one humanoid species. At least two of the planets in the system are inhabited.
Minaran Features The native inhabitants of one of the planets possess unusual empathic abilities that allow them to heal severe injuries. Members of this species are naturally mute.

Starship Log
STAR TREK: The Original Series
'The Empath'.

The Vians have the ability to rescue only the inhabitants of one of the planets in the Minaran system. Gem's actions eventually persuade them to save her people.

OTHER CARDS IN THIS FILE...

- 3 Betazoids
- 9 Empathic Metamorphs
- 29 Beta XII-A entity

SEE OTHER FILES...

STAR TREK:
The Original SeriesFile 68



GALAXY FACTS

- ▶ The Federation has encountered other empathic species, but none have the Minarans' ability to heal severe wounds.
- ▶ 98% of telepathic species can send mental messages.
- ▶ Starfleet's Prime Directive forbids Kirk from intervening to save the Minarans in the same way as the Vians.

▶ After Gem has cured the serious injuries inflicted on Captain Kirk, she collapses. Her body needs time to recover from such a major undertaking.



their abilities, the Minarans are an extremely gentle people. They seem to possess an innate desire to help others; when confronted by pain, they naturally reach out and remove it.

Risky operation

In instances where the wounded person has suffered extensive injuries and is near death, the traumatic effect to the Minarans of using their empathic abilities could

prove harmful, or even fatal. In these cases they do not need to make physical contact to absorb at least some of the wounds. It seems likely that the Minarans' own instincts prevent them from placing themselves in too much danger.

The Minarans are totally mute. The lack of vocal cords is not a disability, but is physiologically normal for their race. Exactly how Minarans communicate is unknown, but almost all



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

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THE MINARANS

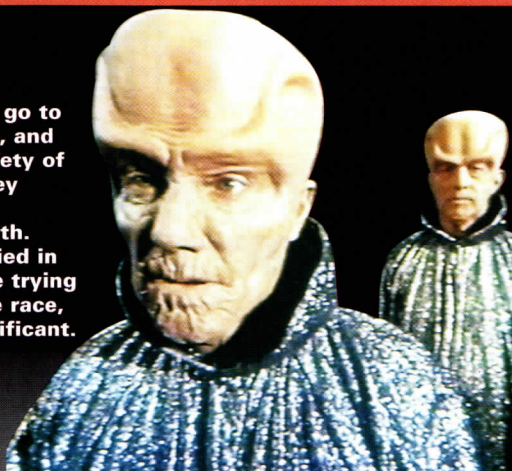


OTHER GROUPS
AND RACES

Difficult choice

The Vians are quite willing to go to great lengths to educate Gem, and have little concern for the safety of their Federation prisoners: they torture both Captain Kirk and Dr. McCoy to the point of death. However, the Vians feel justified in their actions because they are trying to decide the fate of an entire race, and a few deaths seem insignificant.

▶ The Vians are a technologically advanced race who have a difficult decision to make.



telepathic species are able to transmit mental messages as well as receive them. Minarans do use exaggerated body movements, which express at least a basic idea of their emotional state.

Dying sun

When the Minaran star becomes unstable, the Federation sends a solar research team of two scientists to observe the situation from the uninhabited second planet, Minara II.

In 2268, a nova is imminent and the **U.S.S. Enterprise NCC-1701** is sent to evacuate the scientists. The rescue team, led by **Captain James T. Kirk**, discovers that they have been captured by two **Vians**, members of a previously unknown alien species who seem intent on torturing their human visitors.

Although their actions may seem pointless, the Vians are acting for the

benefit of a Minaran female, whom **Dr. McCoy** names **Gem**. The Vians intend to test the Minarans' ability to absorb the 'noble' instincts which are displayed by the captive **Starfleet** officers.

The Vians have the time and technology to transport the populace of one of the Minaran worlds to safety. They feel that this power must be used to relocate the species which is most worthy of being rescued.

They apparently believe the civilization of empaths is best suited for survival. But they are unwilling to act unless Gem can prove that she has developed an instinctive willingness to sacrifice herself.

Savior of her race

Gem absorbs all of the best characteristics displayed by Kirk's crew, but is still afraid of sacrificing her own life to save a badly wounded Dr. McCoy. It appears that although the Minarans have

the ability to absorb instincts, their own desire for self-preservation is powerful enough to protect them. Gem eventually overcomes her fear, but when McCoy refuses to let her die for his sake, the Vians reject her attempts as inadequate. Kirk and his crew have to persuade the Vians that they have lost touch with the very attitudes they have been trying to instill in Gem.

Moved by Kirk's words, the Vians restore Gem and McCoy to health and act to save Gem's people.



▶ Gem has a strong emotional response to the suffering of others, and feels drawn to help.



▶ Minarans have the ability to deal with life-threatening conditions such as heart failure.



▶ When Minarans absorb others' injuries they themselves feel great pain, but this eventually passes.

MIRACLE CURE



▶ After Gem has made physical contact with Captain Kirk, his wounds begin to disappear.



▶ Kirk's injuries, and the accompanying pain, are gone within a matter of seconds.



▶ Shortly after Kirk's wounds have healed, exact duplicates of the injuries appear on Gem's body.



▶ Gem's unusual physiology allows her to dissipate the wounds quickly, and she is soon in perfect health.



The Guide to the STAR TREK Galaxy

FILE 10 CARD 9

BAJORAN PREGNANCY



Bajoran pregnancies last only five months. During pregnancy, the mother is afflicted with sneezing and back pain, but when the baby is finally born she is completely relaxed and feels no pain.

In many respects, **Bajoran** females go through a typical humanoid pregnancy and birth. It is not uncommon for pregnant Bajorans to feel lower back pain and fatigued muscles during the gestation process. Like their Terran counterparts, Bajoran women enjoy a good massage with oil to relax and soothe them. However, Bajoran pregnancies have several features which are specific to their species.

Herbal remedies

Bajoran women carry their babies to term in less than five months. They vascularize particularly quickly; during pregnancy mother and baby are

linked together by a complex network of blood vessels.

One of the most common side effects of Bajoran pregnancy is sneezing. This is an annoying but not dangerous condition, for which there is no effective treatment.

Pregnant Bajoran women have a tendency toward swollen ankles; the traditional treatment for this is the indigenous **takeo herb**. It is often dissolved in fruit juice and taken orally. Many Bajoran women also eat **makara herbs**, which help to keep progesterone levels up. Unfortunately, they have an unappealing taste and counteract the effects of sedatives. This can be particularly annoying in the

Normal duties
Swollen ankles, back pain and incessant sneezing may make life difficult, but Bajoran women normally continue to work throughout their pregnancy.

later stages of pregnancy when women often have trouble sleeping.

Some women also develop a rash on the back of their legs which is easily treated with yet another ointment.

The traditional approach to labor and the delivery of Bajoran infants reflects the Bajorans' strong spiritual beliefs. A birthing room is typically furnished with piles of pillows instead of furniture, and the walls are covered with pleasing tapestries. The room



contains a small shrine with constantly burning incense. Mobile sculptures help to relax the mother-to-be, who wears a simple robe and sits on a waist-high couch

with an inclined back support.

Bajoran women are typically attended by a midwife who wears traditional robes and guides

A TIME FOR RITUAL

Relaxation techniques

Before they can give birth, Bajoran women must enter a state of deep relaxation. In a traditional Bajoran birth everything is arranged to ensure that the woman is calm and relaxed. She lies on a comfortable couch while her partner

and close friends play musical instruments in a regular and soothing pattern. The room is draped with tapestries and decorated with moving sculptures. Burning incense helps to maintain a pleasant atmosphere.

Like many other humanoid females, Bajoran women often find that their ankles swell during pregnancy. Herbs are often used to treat this, but many women also find that strong massage strokes, starting at the ankles and moving up the lower legs, are very effective.



Once a Bajoran woman has entered the first stages of labor she moves to the birthing room, accompanied by close friends and family, who will help her to relax. The labor is supervised by a midwife.



Unexpected pregnancy
When a pregnant Keiko O'Brien is caught in an accident, Dr. Bashir is forced to improvise; he beams the O'Briens' baby into Major Kira's womb. She then carries the child to full term.



The Guide to the STAR TREK Galaxy

FILE 10 CARD 9

BAJORAN PREGNANCY



GALAXY FACTS

Because a Bajoran mother and her baby are connected by a massive network of blood vessels, it is dangerous to remove an infant from a Bajoran woman's womb until she is ready to deliver.

Unlike Terrans, Bajoran women do not suffer from morning sickness, but most are afflicted with sneezing.

Bajorans believe that the child's family should be present at its birth. A healthy baby begins to cry at once, demonstrating that it can breathe, and is then shown to its proud mother.



is not an option. She insists on having the O'Brien baby in the traditional Bajoran manner, and if this means waiting, she will.

Frustrating delay

The birth process takes a long time, partly because Miles is uncomfortable with the procedure and is unable to establish the correct, soothing rhythm with the gong he is given to play. Also, Kira becomes agitated waiting for her partner, **Bajoran First Minister Shakaar**, to join them. When he does arrive, he and Miles squabble until she threatens that they will both have to leave the room.

Fortunately for Kira, the O'Brien baby doesn't wait long. As soon as she relaxes once more, the process begins again. Miles finally gets the rhythm with his gong correct, Kira moans in pleasure, and the baby turns. It begins to emerge immediately afterward, and is a healthy boy.

New life

As a Bajoran baby is born, it is greeted with such tender phrases as, "Awake, child," "We await you with love," and "We welcome you into the world." Any disruption in this process, such as that suffered by Kira, is extremely upsetting. But with the right guidance and the perfect mood, a Bajoran woman will give birth in a state of deep relaxation and serenity.

Despite being a surrogate mother for the O'Briens because of Keiko's accident, Major Kira is determined to have a traditional Bajoran birth. But because of the special circumstances, Dr. Bashir keeps a closer eye than usual on her during her pregnancy.

the woman and her supporters through the laboring process. Doctors are not normally considered necessary at this point.

Other family members and the woman's partner are usually present; each wears a traditional scarf and three of them play Bajoran musical instruments such as a beaded gourd, a rattle or a small gong.

Soothing music

The job of the woman's supporters is to play their devices in a soothing rhythm. The mother uses controlled breathing techniques in time to the beat her supporters are gently playing. The rhythm must be consistent so that she can enter a state of deep relaxation, which is the only way a Bajoran woman can give birth. If all goes well, the labor, relaxation and delivery process takes only about an hour.



Fortunately for Bajoran women, the birth process does not involve any pain. In fact, if a woman feels pain it means that she isn't ready to give birth. During labor, Bajoran women produce high levels of pain-suppressing endorphins. When the woman is unable to fully relax, her body stops producing these endorphins before they reach toxic levels. If this happens the labor process will stop entirely. At this point it could be days or even weeks before labor starts again.

For **Major Kira Nerys**, surrogate mother for **Keiko** and **Miles O'Brien**, a more modern medical procedure



Makara herbs are traditionally given to Bajoran women during pregnancy. Many people find the taste of the herbs repulsive, but they help to maintain levels of progesterone, and are popular with modern doctors.

MIXED RACE OFFSPRING

Under the Cardassians

Many humanoids are genetically compatible with other species, and Bajorans are no exception. During the occupation, some Cardassians take Bajoran mistresses and father children. The resulting pregnancies may differ slightly from the Bajoran norm, but they are usually successful.

It is difficult to predict what mixed race children will look like. They normally combine features of both races, but one set of genetic attributes may dominate. Mixed Cardassian/Bajoran children normally have a Bajoran nose and the distinctive ridged neck of the Cardassian parent. Other Cardassian features may be less pronounced.

Ziyal is one of the mixed race children born during the Cardassian occupation of Bajor. Her father is Gul Dukat, and her mother was Bajoran. Mixed race children have little status on Cardassia, and often have a difficult time on Bajor.





STARFLEET ACADEMY

SHIP HANDLING

BOUNCING OFF THE ATMOSPHERE

Situation:

An inexperienced pilot has stolen one of the *U.S.S. ENTERPRISE's* shuttles, planning to seek his fortune elsewhere. However, he has unbalanced the dilithium reaction and lost main power. The shuttle is being drawn toward a nearby planet, where it will burn up in the atmosphere.

Factors:

- The shuttle is out of transporter and tractor beam range.
- The shuttle's engines need to cool down before they can be restarted.

By the time they are functioning, it will be too late to generate enough thrust to save the shuttle.

Courses open:

1. Allow the shuttle to be destroyed.
2. Attempt to bounce the shuttle off the planet's atmosphere.

The plan:

- Using maneuvering thrusters, set a course directly for the planet.
- Increase speed and alter trajectory so that the shuttle hits the atmosphere and bounces off.



When Jake Kurland unbalances the dilithium reaction in the stolen shuttle's engines, he must place his life in Captain Picard's hands. Fortunately for him, Picard is equal to the task.

On Stardate 41416 the *U.S.S. Enterprise NCC-1701-D* is in orbit around Relva VII, where Wesley Crusher and three other candidates are taking a Starfleet Academy entrance examination.

Jake Kurland, despondent over having failed to qualify even to take the examination, steals a shuttlecraft with the intention of going to Beltane IX, where he plans to sign on to a freighter.

Disastrous course

The fact that Kurland has stolen a piece of Starfleet property becomes a minor problem when the inexperienced Kurland accidentally unbalances the dilithium reaction that powers his shuttlecraft. His craft loses main power, leaving him with only maneuvering jets. His shuttle is caught in Relva VII's gravitational pull.

Chief Engineer La Forge predicts that

STARSHIP FACTS

- This maneuver is not standard procedure; it is 'invented' by Captain Picard in 2365. He has only seconds to come up with the strategy.
- The shuttle's structural integrity field makes the maneuver possible. Without it, the shuttle would be severely damaged by the strains involved.

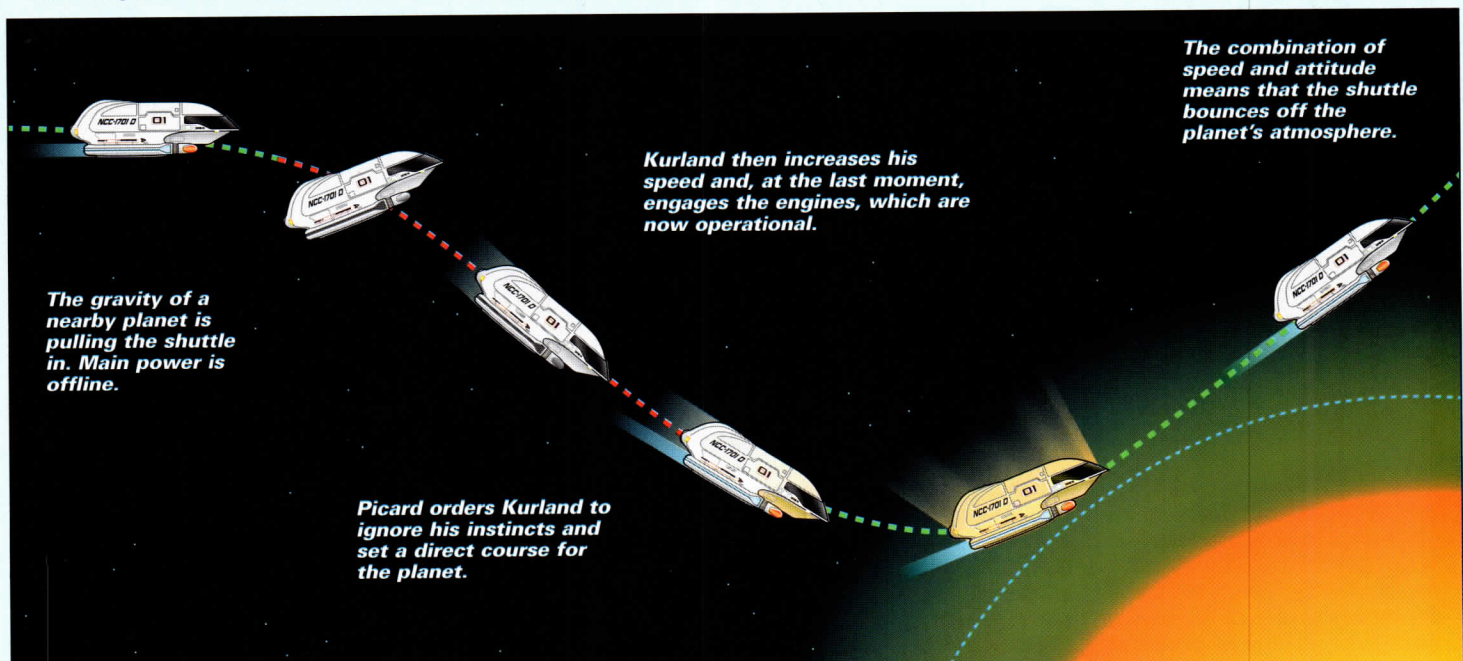
Kurland will strike the atmosphere of Relva VII and burn up at an altitude of 200 kilometers. Kurland's craft is out of range of the transporters and tractor beams. There appears to be nothing that the crew aboard



Picard orders Kurland to set a course for the planet, then to increase his speed to the point where he can bounce off the atmosphere by altering course.

the *Enterprise* can do to help.

In 78 seconds the shuttle will enter the atmosphere. Fifty of those seconds are needed to allow the core to cool before the engines can



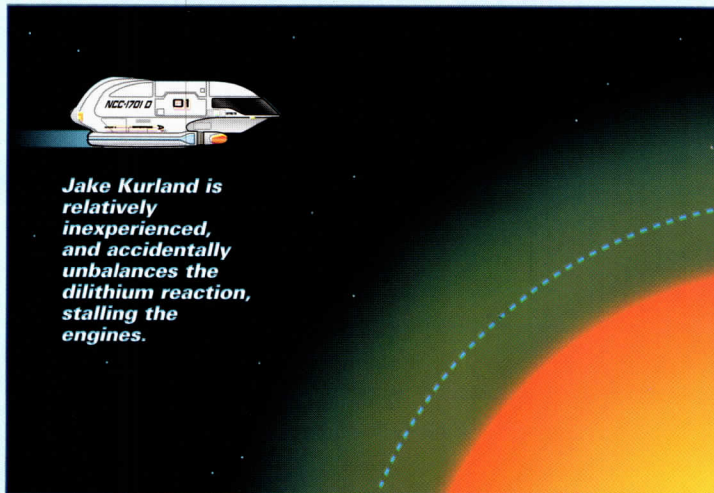
In the hands of an experienced pilot, it is very rare for a shuttle to lose main power. It is even less likely that it will do so when it is near a powerful gravitational source. So, when Jake Kurland unbalances the dilithium reaction on his stolen shuttle, no one knows what to do, and Captain Picard is forced to improvise a plan.





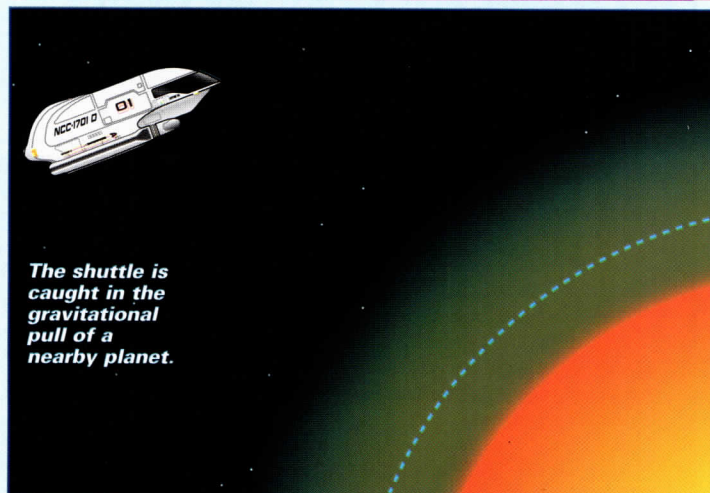
BOUNCING OFF THE ATMOSPHERE

1. MAIN POWER OFFLINE



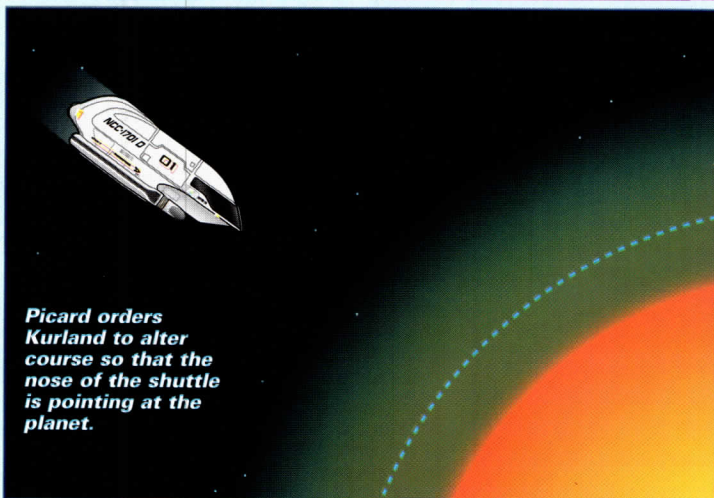
Jake Kurland is relatively inexperienced, and accidentally unbalances the dilithium reaction, stalling the engines.

2. CAUGHT IN PLANET'S GRAVITY



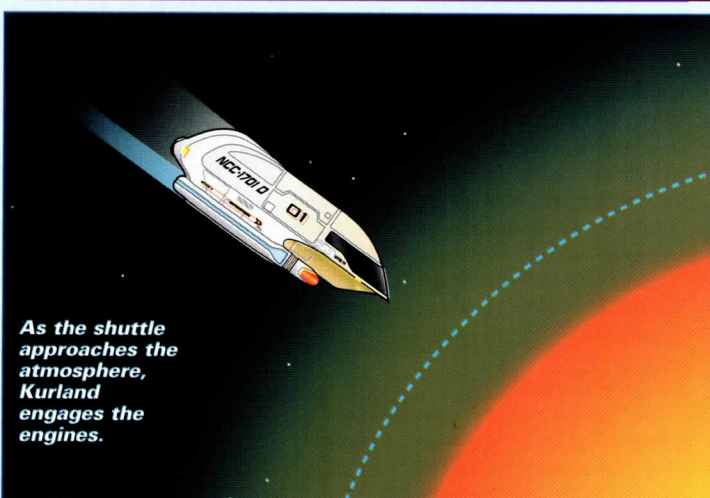
The shuttle is caught in the gravitational pull of a nearby planet.

3. ALTER COURSE



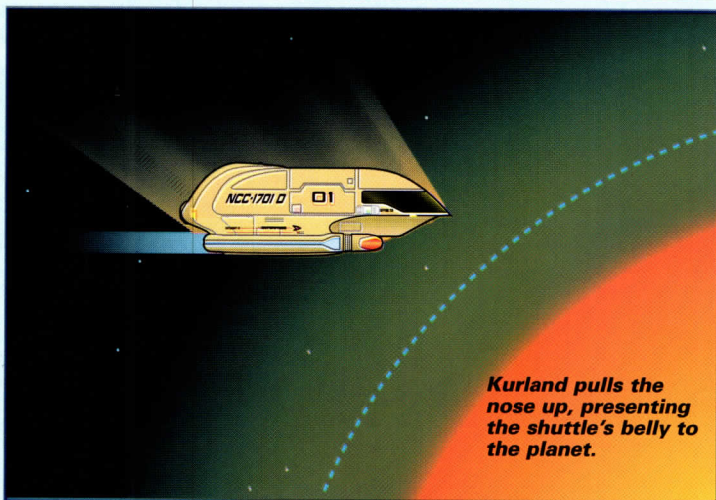
Picard orders Kurland to alter course so that the nose of the shuttle is pointing at the planet.

4. ENGAGE ENGINES



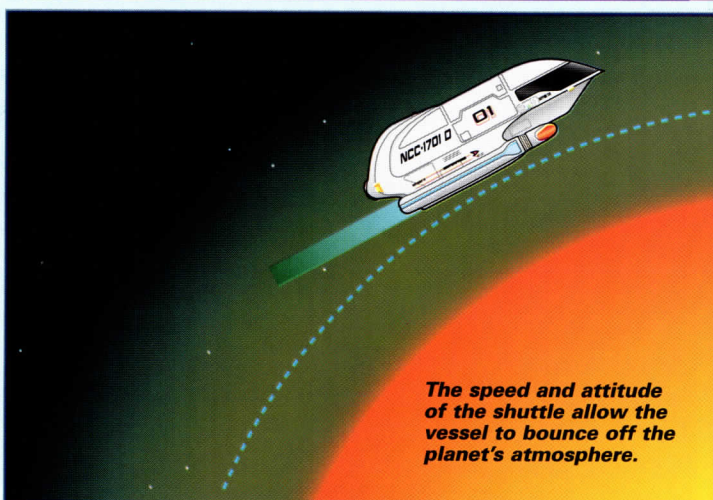
As the shuttle approaches the atmosphere, Kurland engages the engines.

5. PULL UP



Kurland pulls the nose up, presenting the shuttle's belly to the planet.

6. BOUNCE OFF



The speed and attitude of the shuttle allow the vessel to bounce off the planet's atmosphere.

be restarted. When Kurland has only 30 seconds left, **Data** reports that even if he is able to start his engines at once, the shuttle will not have enough thrust to escape the planet's gravity. Determined to save Kurland's life, **Captain Picard** quickly develops an innovative solution to the problem.

Picard demands that Kurland follow orders exactly. Kurland has difficulty following the first command, which is to aim the shuttlecraft directly at the planet below him. Doing so seems like suicide, but Picard is firm. Kurland eventually alters course when he has 28 seconds to impact.

Picard then orders Kurland to start his engines when his speed is exactly point zero two zero. Kurland does this when he has six seconds left before striking the atmosphere. The engine starts, and at Picard's order Kurland pulls the nose of the shuttlecraft up hard.

The resulting ride is bumpy,

but Kurland's speed and trajectory make the shuttlecraft bounce off the atmosphere rather than dive into it. The shuttle then returns safely to the *Enterprise*, where Kurland reports to **Commander Riker** for a disciplinary hearing. His future Starfleet career remains in doubt.

U.S.S. ENTERPRISE NCC-1701

PERSONNEL

CREW UNDER CAPTAIN KIRK

During Captain Kirk's famous first five-year mission, the *U.S.S. Enterprise NCC-1701* has a crew of 430 highly skilled individuals, who are devoted to their Captain and his inspirational approach to leadership.

Captain James T. Kirk first commands the *U.S.S. Enterprise NCC-1701* between 2263 and 2269. During this time he completes one of the most famous five-year missions in the history of **Starfleet**, from 2264 to 2269; his ship and crew become almost legendary, and those who serve with Kirk earn their own place in history.

Two years before Kirk replaces **Christopher Pike** as Captain of the *Enterprise*, the ship undergoes a major refit and the number of crew members is increased from 203 to 430. Under Kirk, the size of the crew remains more or less constant, though it alters slightly with the addition of various mission specialists. However, over the course of the five-year mission, several members of the crew are transferred to other vessels, killed, or in some cases even remain on unexplored planets. As a result, far more than 430 people spend time serving on the *Enterprise* under Kirk's command.

Many disciplines

As on all Starfleet vessels, Kirk's crew is divided into three distinct divisions. Officers in the command and operational division wear mustard-colored shirts, those in Engineering and Security wear red, and the ship's science personnel dress in blue. The *Enterprise* is principally an exploration vessel and many members of the crew have strong academic backgrounds: the *Enterprise* has 14 science labs. The ship carries many officers who would be non-essential on a fighting vessel, including a ship's historian. But the *Enterprise* is also equipped for combat, and Kirk has a team of tactical advisors at his disposal.

When he assumes command of the

Enterprise, Kirk requests that some of his close friends are transferred to his ship. Among them are **Gary Mitchell**, whom Kirk has known since his days at **Starfleet Academy**, and **Ben Finney**, with whom the Captain's friendship has unfortunately deteriorated.

Building a crew

The only senior member of Pike's staff to remain as part of Kirk's crew is the **Vulcan** science officer, **Mr. Spock**. Kirk makes him his first officer, and in 2266 Spock accepts a promotion from Lieutenant Commander to Commander.

It takes Kirk a while to get his senior staff in place. **Mr. Scott** is the ship's Chief Engineer from the beginning, but Kirk's original Chief Medical Officer, **Dr. Mark Piper**, leaves after a year to be replaced by **Dr. Leonard McCoy**. Kirk's helmsman, **Mr. Sulu**, begins the five-year mission as a physicist but accepts a transfer to the helm after **Lieutenant Lee Kelso** is killed. By 2266, **Uhura** has taken up the position of communications officer. Kirk's regular bridge crew is completed in 2267, when **Ensign Pavel Chekov** joins the crew. During the mission, the Captain has many different yeomen; the longest-serving is **Janice Rand**, who leaves the ship in 2266.

Approximately one third of Kirk's crew is female, and the Captain has been known to become personally involved with some of them, as he does with **Dr. Helen Noel**, a member of the ship's medical staff whom he meets at the science lab Christmas party in 2266. However, Kirk normally maintains his distance, and never forms any lasting



▲ Kirk has a relaxed leadership style that endears him to his staff. He leads from the front, and regularly takes landing party duty. In these cases, he often leaves Mr. Scott or Mr. Sulu in command of the U.S.S. ENTERPRISE.

romantic relationships with the women on board.

Kirk's command style is informal and he enjoys joking with his officers, but he is also a perfectionist who sets extremely high standards for himself and his crew. Kirk's inspirational leadership earns him his team's absolute loyalty, and they are prepared to follow him rather than any of the more senior officers, such as **Commodore Matthew Decker**, who attempt to assume command of the *Enterprise*.

When the *Enterprise* completes its five-year mission in 2269, many of Kirk's staff accept promotions or transfers to new vessels, and when the ship is relaunched in 2271 it has a substantially new crew. However, circumstances conspire to return Kirk, Spock, and Dr. McCoy to the vessel. Over the following years, Kirk's senior staff eventually record many years on duty aboard the *U.S.S. Enterprise*.



▲ Kirk has a large crew, almost all of whom he knows by name. On occasion, he is forced to discipline officers who have stepped out of line. In this case, though, they were fighting for the ship's honor.



▲ The U.S.S. ENTERPRISE carries a number of mission specialists. Among them is the astrobiologist Dr. Ann Mulhall, who is on board the ENTERPRISE in 2268 when it visits Sargon's planet.



▲ Specialists and heads of department regularly brief the Captain on difficult situations. This early meeting is attended by Mr. Spock, Mr. Kelso, Mr. Sulu, Mr. Scott, Dr. Piper and Dr. Dehner.



SENIOR STAFF

CAPTAIN KIRK



NAME: KIRK, JAMES TIBERIUS
POSITION: COMMANDING OFFICER
RANK: CAPTAIN

James Kirk takes command of the *U.S.S. Enterprise NCC-1701* in 2263, replacing **Captain Christopher Pike**. The *Enterprise*

Under Kirk's command, the *U.S.S. ENTERPRISE* becomes one of the most famous vessels in Starfleet.

is his first command and he excels as a starship captain. During his five-year mission, Kirk is frequently decorated and earns an almost legendary reputation.

Kirk has a relaxed command style and inspires absolute confidence in his crew. He is deeply, almost obsessively, dedicated to his ship, and is prone to work himself to the point of exhaustion. In his off-duty hours, Kirk has a reputation as a lady's man.

Under Kirk's command, the *Enterprise* encounters the first cloaked **Romulan** vessel known to **Starfleet**, makes the first successful journey through time, discovers the **Guardian of Forever** time portal, and precipitates the **Organian Peace Treaty**. It encounters dozens of new species and saves the entire Galaxy on more than one occasion.

When the *Enterprise* completes its mission in 2269, Kirk is promoted to Admiral.

MR. SPOCK



NAME: SPOCK
POSITION: FIRST/SCIENCE OFFICER
RANK: COMMANDER

Spock joins the *U.S.S. Enterprise* in 2252, serving as a science officer under **Christopher Pike**. Spock remains on board

Spock brings a powerful intellect and the discipline of Vulcan logic to his role as ship's science officer.

when **Kirk** assumes command, and becomes his new captain's first officer. He is promoted to full commander in 2267.

Spock becomes Kirk's most trusted officer and a close personal friend. His **Vulcan** heritage and education, and his keen intelligence, make him an exceptional science officer. He regularly accompanies the captain on landing party duty and his advice is often invaluable. He has a particular expertise in computers.

Spock's Vulcan approach means that some crew members find his command style difficult, as he pays little attention to their emotional needs. However, his rational approach earns their trust. He himself is deeply divided, and his human and Vulcan sides are often in conflict.

When the *Enterprise* returns from its five-year mission, Spock resigns from **Starfleet** and returns to Vulcan, where he attempts to attain **Kolinahr**.

DR. MCCOY



NAME: MCCOY, LEONARD H.
POSITION: CHIEF MEDICAL OFFICER
RANK: COMMANDER

Leonard McCoy, known to his captain as '**Bones**', joins the *U.S.S. Enterprise* in 2266, replacing **Dr. Mark Piper**. McCoy

Leonard McCoy is a compassionate and innovative doctor who saves hundreds of lives.

maintains that he is no more than a country doctor, but his achievements aboard the *Enterprise* suggest otherwise.

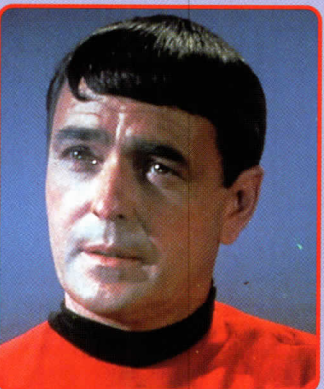
During the five-year mission, McCoy encounters many new species and always proves adaptable. In 2266, he even manages to treat the **Horta**, a silicon-based life form. Under the influence of a device known as the **Teacher**, he performs a successful brain transfer, though unfortunately he forgets how to perform the

procedure when the effects of the alien machine wear off.

McCoy is close to **Captain Kirk**, and although the doctor and **Spock** constantly bicker, they have a strong friendship. McCoy has a wry sense of humor, and likes to think of himself as a Southern gentleman. He is always willing to place himself in danger to help others.

At the end of the *Enterprise*'s mission, McCoy retires from **Starfleet** and becomes a GP.

MR. SCOTT



NAME: SCOTT, MONTGOMERY
POSITION: CHIEF ENGINEER
RANK: LT. COMMANDER

Lt. Commander **Scott** is almost invariably known as '**Scotty**'. The *U.S.S. Enterprise* is his first posting as Chief Engineer, and he

Mr. Scott is an extraordinarily dedicated chief engineer. He ultimately rewrites Starfleet's manuals.

quickly earns a reputation as a miracle worker.

Nobody knows the *Enterprise* and her engines better than Scotty, and the ship is his pride and joy. He introduces several modifications to the ship's systems, and even develops a new intermix formula for the warp engines. He is a major contributor to **Starfleet**'s technical manuals.

Kirk has absolute faith in Scotty, and while it is true that the talented engineer can deal with

almost any problem, he is apt to exaggerate the amount of time the work will take.

Scott is a dedicated engineer and has no ambition to rise through the ranks. He spends his spare time reading technical manuals, and has to be forced to take shore leave. Kirk regularly leaves Scott in command.

When the *Enterprise* returns from its five-year mission, Mr. Scott supervises its refit in spacedock.



FILE 43 STARFLEET PERSONNEL

Dr. Bashir: Genius

By the relatively tender age of 30, Dr. Julian Bashir proves himself to be one of the greatest doctors of his generation. His research is often groundbreaking, but Bashir still enjoys the challenges he encounters as a **Starfleet** doctor on *Deep Space Nine*.

Dr. Julian Bashir is one of the most promising officers ever to graduate from **Starfleet Academy**. Even as a student, he excels and earns a formidable reputation, and many are surprised that he only finishes second in his year, behind **Dr. Elizabeth Lens**. The error he makes in his finals paper, mistaking a preganglionic fiber for a postganglionic nerve, seems so unlikely that it has been suggested that at

some subconscious level it was a deliberate mistake.

Bashir's extraordinary abilities earn him the assignment of his choice, and he picks *Deep Space Nine*. The combined challenges of the reconstruction of **Bajor**, and the medical needs of the hundreds of races that pass through the station, give Bashir ample chances to display his abilities.

Within three years, his groundbreaking work in biomolecular replication wins him a nomination for

PROFILE ON A GENIUS

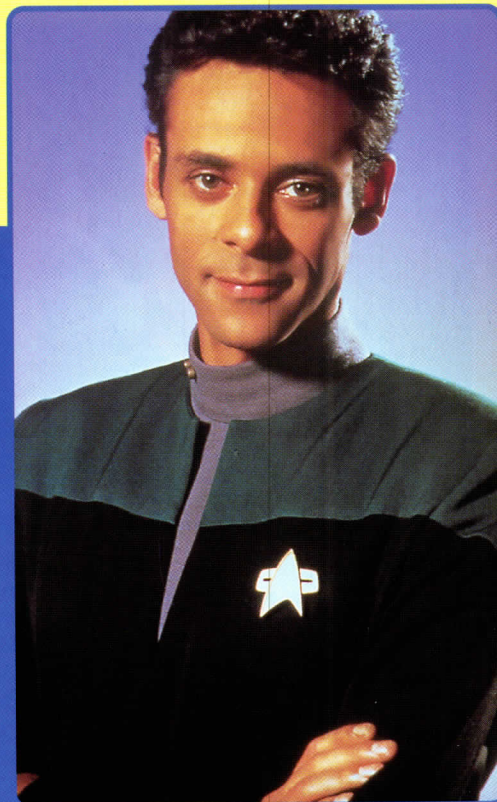
NAME: Julian Subatoi Bashir

STARFLEET ACADEMY: Graduates second in his class in 2367. Many, including Bashir, are surprised he is not valedictorian.

2370: Completes Nathaniel Teros' work on neuromuscular adaptation, allowing the Elayshans to undergo a procedure that will enable them to move normally in Class-M environments.

2371: Youngest ever nominee for the Carrington Award. Bashir is nominated for his pioneering work in biomolecular replication.

2371: Examines the only infant Jem'Hadar ever encountered by Starfleet; uncovers the existence of ketracel white.



Some people find Dr. Julian Bashir arrogant, but his confidence is based on a very realistic assessment of his own abilities. He has an extraordinarily high IQ, and has proved himself to be an exceptional doctor.

2373: Chosen as the template for the new Long-term Medical Holoprogram.

"I had my choice of any job in the fleet ... I didn't want some cushy job or a research grant. I wanted this." —Dr. Bashir on *DS9*

the prestigious **Carrington Award**. At 30, Bashir is the youngest person ever nominated for the award, which is normally used to acknowledge a lifetime of achievement.

Bashir publishes widely,

and his work is read throughout Starfleet. Bashir's sometime rival, Dr. Lens, is particularly impressed by his immunization project on **Bajor**. And, during his time on *Deep Space Nine*,

he develops several innovative treatments. One of the most significant achievements involves his completion of **Nathaniel Teros'** work on neuromuscular adaptation. Bashir's work makes it

TREATING FRIENDS AND ENEMIES

★ Transplant

Jadzia is relieved to be in Bashir's capable hands when the Dax symbiont is transplanted into another Trill. Bashir performs the operation faultlessly.

★ Revolutionary idea

Before Dr. Bashir's pioneering work, the Elayshans, like Melora, had no alternative but to use servo controls in Class-M environments. Now they have a choice.



★ **Deadly addiction**
Bashir is willing to offer his help to the deadly Jem'Hadar when it seems there may be a cure for their irresistible addiction to ketracel white.

★ **Quick study**
Bashir has to use all of his intelligence when he encounters an infant Jem'Hadar. His research may prove vital in Starfleet's war with the Dominion.



Dr. Bashir: Genius



★ Ordinary job

For all his fame and his obvious abilities, Dr. Bashir has chosen not to go into pure research, but to remain as a Starfleet doctor. He feels his work on Bajor and DEEP SPACE NINE is both valuable and fulfilling.

★ Second best

Only one person finished above Dr. Bashir at Starfleet Academy – Dr. Elizabeth Lens – but she has found duty on a starship less rewarding than his work.

possible for native Elayshans to move normally in standard Class-M gravity without the assistance of servo controls.

By 2373, Bashir's reputation is so great that Starfleet Medical chooses him as the model for the Long-term Medical Holographic Program, a holographic doctor that will serve numerous subspace communication stations, research outposts, and long-range exploratory vessels for decades

to come. Bashir's appearance and bedside manner will live on into eternity.

Most of the crew on *Deep Space Nine* consider Julian Bashir to be open and talkative, but he very rarely discusses his parents. He even goes so far as to ask Lewis Zimmerman, Director of Holographic Imaging & Programming at the Jupiter Research Station, not to contact them in the process of building a psychological profile for the LMH.

Fears and shortcomings

When Zimmerman summons Richard and Amsha Bashir to *Deep Space Nine* in gleeful defiance of Bashir's request, Julian is worried. The reason becomes clear when his parents accidentally reveal that his extraordinary abilities are not natural. In fact, as a child, Julian was a slow learner. By the age of six he knew that he wasn't doing as well as the rest of his classmates and that he was a great disappointment to his parents.

Just before his seventh birthday, Julian's parents took him to Adigeon Prime, where genetic engineering was not illegal. For the next two months, his genetic structure was manipulated to accelerate the growth of neuronal networks in his cerebral cortex, a process called accelerated critical neural pathway formation. His IQ jumped five points every day for two weeks. His hand-eye coordination, reflexes, vision, stamina, height, and weight were completely altered 'for the better'. The only remaining similarity between the young 'Jules' Bashir, a boy previously struggling to distinguish a dog from a cat, was his name. He returned to Earth



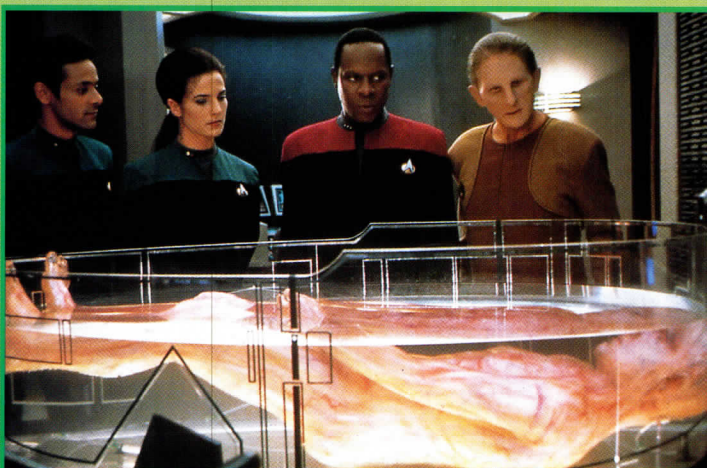
★ No one's perfect

In the Gamma Quadrant, Dr. Bashir is unable to help a group of immortals who are kept alive by bizarre medical technology.

with a brilliant mind and enhanced physical abilities. Bashir is not a superman, but his hand-eye coordination is quite exceptional, and has made him a star tennis player and unusually talented at darts. But Julian feels no gratitude for the gift his parents bestowed on him, and prefers to maintain his distance. Although the genetic treatments made him a star pupil, he has always felt he was a fraud.

Paying the price

Amsha Bashir makes it clear that it was love, not disappointment, that motivated the DNA resequencing, and Richard Bashir takes responsibility for the crime of having his son 'enhanced' by serving two years in a minimum security prison. In return, Starfleet Command accepts that Julian had no choice in the matter, and is pleased to allow him to continue his duties as a Starfleet doctor.



★ An eye for detail

Bashir's intelligence and perceptiveness have made him a valuable member of Sisko's staff. In 2368, he uncovers evidence that a criminal has killed a clone of himself in an attempt to frame Odo.



★ Valued friend

Bashir's medical skills have saved the lives of his friends on several occasions. He has formed particularly close friendships with Chief O'Brien and Dax, and grows closer to Kira during her pregnancy.



FILE 48 KLINGON PERSONNEL

Koloth

Koloth is a distinguished warrior who once confronted the legendary *U.S.S. Enterprise* captain James T. Kirk. In the 2360s, old age has not dented his extraordinary fighting skills, or his passion for vengeance on the man who killed his firstborn child.

Koloth is a proud Klingon warrior, a master of the *bat'leth* and a formidable negotiator. Despite his glorious deeds, he survives into old age, and remains a formidable enemy.

Famous encounter

As a young man, Koloth rises to the command of the *Klingon battle cruiser Gr'oth*.

In 2267, his ship arrives at *Deep Space Station K-7* to invoke shore leave rights under the provisions of the *Organian Peace Treaty*.

He and **Captain James T. Kirk**, commander of the *U.S.S. Enterprise NCC-1701* which is already at the station, know each other. The two officers enjoy sparring.

Koloth protests to Kirk about the treatment of his men aboard the station. His complaints fall flat when Kirk discovers that a Klingon agent has attempted to sabotage the *Federation* plan to grow grain on the disputed *Sherman's Planet*.

Shortly afterward, Koloth has to deal with a ship full of *tribbles*, a difficult situation for even the most

KOLOTH AND THE TRIBBLES

★ In his prime

Koloth spends the best years of his life in command of a *Klingon battle cruiser*. During this time, he encounters the *U.S.S. ENTERPRISE NCC-1701* and its famous captain, James T. Kirk. The two men enjoy verbal sparring, and Koloth considers Kirk a worthy adversary whom he regrets never meeting in battle.



PROFILE ON KOLOTH

NAME: Koloth

LIFE FORM: Klingon male

CAREER: As a young man, Koloth commands the *Klingon battle cruiser Gr'oth*. Later in life he maintains his fighting skills, hoping to kill the Albino in revenge for the death of his firstborn.

MEDICAL CONDITION: Koloth is in good health: he can still use his *bat'leth* with devastating effect. However, his eyesight has begun to fail.

CLOSE FRIENDS: Kor, Dax, Hang

SKILLS: Koloth is extremely skilled with the *bat'leth*, and is capable of bypassing sophisticated security devices. He is stealthy enough to walk up to even the most alert guard without them noticing him.

FIRST SEEN: 'The Trouble with Tribbles' (TOS)



▲ Koloth is such an able fighter that he survives into old age. His eyes may be a little weaker than they were, but he is still a fearsome warrior. Koloth's greatest fear is that his foes will die before he can kill them.

★ Causing trouble

Koloth's assignment brings him and his men into contact with one of the *Klingon Empire's* greatest enemies - *tribbles*. These small, furry creatures detest Klingons, eat enormous amounts, and breed at an unbelievable rate.



★ Mission to K-7

In the late 2260s, the *Organian Peace Treaty* prevents the Klingons from making open war on the *Federation*. As a result, they are forced to adopt a more covert approach. On K-7, Koloth's men poison vital grain supplies intended for *Sherman's Planet*.





accomplished Klingon warrior.

Years later, Koloth tells stories about his encounter with the *Enterprise* and tells **Jadzia Dax** that he regrets never meeting the famous Captain Kirk in battle.

Tough negotiator

After the **Khitomer conference**, Koloth becomes part of the Klingon negotiating team and helps to lay the foundations of peace with the Federation. During treaty negotiations, he forges a lifelong friendship with one of the **Federation** diplomats, **Curzon Dax**. Dax calls Koloth "**D'akturak**" (the ice man), because no proposal – no matter how reasonable, or how favorable it is for the Klingon Empire – seems to be enough for him. Later, **Jadzia Dax** admits that Koloth is the most difficult man that Dax has faced across a negotiating table in any of her many lives.

Fateful mission

In 2288, Koloth is involved in a series of events that eventually end in personal tragedy. He and two other Klingon commanders, **Kor** and **Kang**, are sent to deal with a group of pirates who have been raiding Klingon colonies. They defeat the pirates but their leader, the **Albino**, escapes.

The Albino swears vengeance on the Klingons who defeated him, and, a few years later, he manages

"A sharp knife is nothing without a sharp eye."

— Koloth

to use a genetic virus to kill the firstborn of each commander. Koloth joins with Kang, Kor, and Dax to swear a blood oath for vengeance on their enemy.

Over the years, Dax and the three Klingons make several attempts to track the Albino down, but he consistently stays one step ahead of his pursuers. The vengeful Klingons do get close to him at **Galdonterre**, but once again he escapes. As Koloth gets older, he comes to fear that the Albino will die of old age before they have a chance to kill him.

Then, in 2370, Kang eventually receives information that leads him to the Albino, and he summons his companions to **Deep Space Nine**.

Even in old age, Koloth maintains his military bearing. He disapproves of his fellow Klingon Kor's drinking, and maintains a cold and disciplined demeanor. Though his eyes are not as good as they were, he is still a Klingon to be reckoned with. He can bypass sophisticated security devices with ease, and can move so quietly that he can even surprise someone as alert as **Constable Odo**.

Kor accuses Koloth of practicing his knife skills on his food, like a child, and it is true that Koloth makes sure that he is always ready for battle. He regularly practices with his bat'leth in the **holosuites**, and is still capable of pinpoint accuracy; he can defeat as able an opponent as Jadzia Dax.

On *Deep Space Nine*, Koloth is shocked to discover that Curzon Dax is now a young female, Jadzia Dax. He is an instinctive sexist,

A WARRIOR TO THE END



★ Long life

Few Klingons survive into old age, and those that do so often worry that they will die in their sleep. Koloth's only fear is that his enemies will die first.

★ Old eyes

Koloth's only weakness in old age seems to be failing eyesight. His hand-eye coordination remains excellent, though, and he can still judge his bat'leth strokes within millimeters.



and automatically assumes she will be unable to fight by his side. However, when she proves otherwise, Koloth embraces her as a fellow warrior.

Final battle

Together, the three old Klingons and Dax go to **Secarus IV**, where the Albino has been hiding for more than 25 years. Of the four, Koloth is the best equipped for stealthy maneuvers, and he uses

his skills with a bat'leth to convince one of the guards to inform them that the Albino really is inside his compound.

The elderly Klingons overcome the Albino's vastly superior forces in hand-to-hand combat, but Koloth's failing eyesight betrays him and he is struck down from behind. He dies in his old friend Kor's arms, and Kor promises him that the story of his courage will be sung forever.

KOLOTH OUT FOR BLOOD



★ Jadzia Dax

Koloth has trouble accepting that Jadzia Dax is the same person who swore a blood oath with him. But when she proves she can fight, he accepts her.

★ Three warriors

Kang, Koloth and Kor have dedicated their lives to the pursuit of the Albino. They have sworn to kill him in revenge for the deaths of their children.

★ Stealth

Koloth moves silently through the forest on Secarus IV. He surprises the Albino's guards with ease, and soon enters into his last fight.



Interphase Cloaking Device

Since the development of the **cloaking device** in the 23rd century, several parties have looked for ways of making it more effective. **Interphase** technology holds out the promise of an invisible ship that can pass through solid matter.

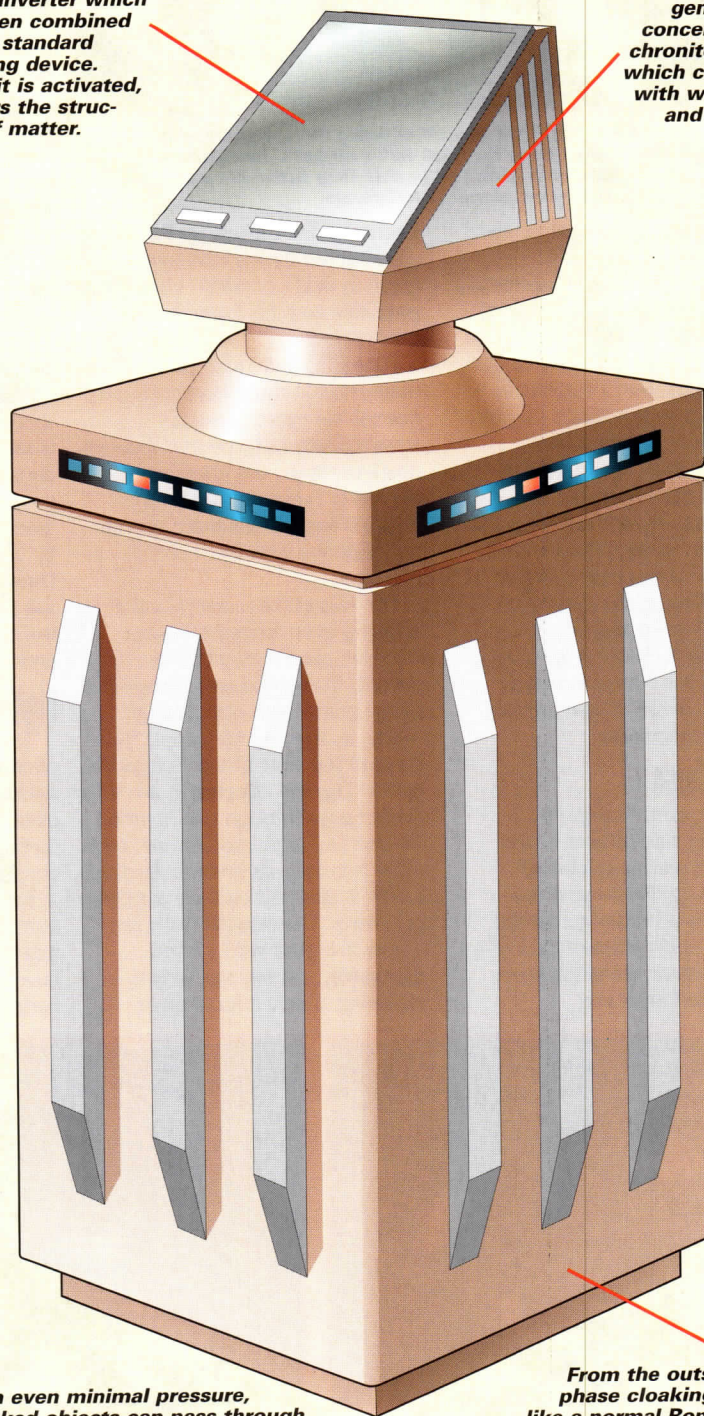
The **cloaking device** has been in constant development since **Captain James T. Kirk** and the crew of the **U.S.S. Enterprise NCC-1701** engaged a cloaked **Romulan Bird-of-Prey** in 2266. Over the years, various designs of device have been used; at one point the Klingons even developed an experimental vessel that could fire while cloaked.

Although the Romulans have been continually improving their cloaking technology, such **Federation** innovations as the **tachyon detection grid** have reduced its effectiveness. Thus the Romulans have been experimenting with an entirely new cloaking technology using the **molecular phase inverter**, a device that can alter the molecular structure of matter so that it can pass through normal matter and energy.

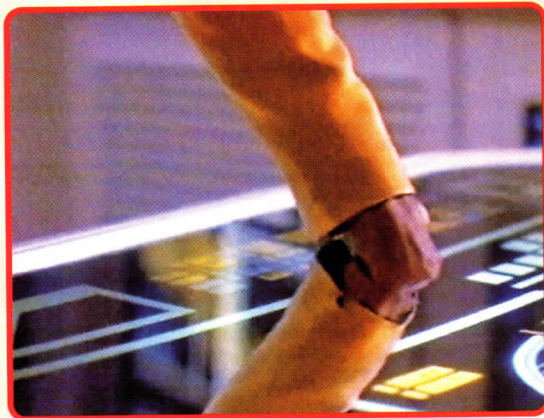
The **interphase generator** is designed to at least partially shift matter into a parallel plane of existence. In theory, any matter that is affected will be undetectable to any known sensor devices. A vessel cloaked in this way would be incredibly dangerous; it would be able to pass through solid matter in our plane of existence. A phased ship could also hide anywhere, even inside a planet, and all conventional

The interphase console contains a phase inverter which has been combined with a standard cloaking device. When it is activated, it alters the structure of matter.

The interphase cloaking device generates high concentrations of chroniton particles which can interfere with warp engines and transporter systems.



▲ In his cloaked state La Forge visits the Romulan vessel, where he is able to use his engineering expertise to look inside the disguised interphase cloaking generator. He is amazed by what he sees.



▲ With even minimal pressure, cloaked objects can pass through solid matter in the normal plane of existence. The military implications of this kind of technology are obvious.

From the outside, the interphase cloaking device looks like a normal Romulan console. There is no indication that it contains such advanced technology.

Interphase Cloaking Device



▲ **The interphase cloaking device enables anything, or anybody, that is cloaked to pass through solid objects. However, something that has been affected in this way interacts normally with other objects in that plane of existence.**

weapons would be completely useless against it.

However, although theoretically possible, interphase technology has proved extremely dangerous. The **Klingon Empire** carries out experiments with interphase technology in the 2360s but, after a number of catastrophic accidents, they abandon their efforts. So far, Romulan attempts have also met with failure. In 2368, a Romulan scout vessel is badly damaged while experimenting with an interphase cloak generator. For some unknown reason, the interphase technology seriously damages the Romulan **warp engines**, which use an artificial quantum singularity.

Out of phase

The accident has some interesting side effects which result in three people being cloaked. One Romulan crew member is affected during the accident, and two members of a U.S.S. *Enterprise* rescue team, **Ensign Ro Laren** and

Commander Geordi La Forge, are affected by the interaction of a graviton field generator, **chroniton particles** and the *Enterprise's* transporters.

When Ro and La Forge fail to materialize in the *Enterprise's* transporter room, the crew automatically assume that they are dead. In reality, the interphase generator has rendered them invisible and moved them slightly out of phase with the 'normal' universe.

The two officers discover that by applying even limited pressure they can pass through solid objects. They obviously remain in partial phase with our plane of reality, as they do not simply fall through the floor of the *Enterprise* decks. Objects affected in this way cannot pass through one another: Ro and La Forge interact with each other normally, as does technology which is affected by the interphase generator. The cloaked Romulan officer is armed with a hand **disruptor**, and this still works. However, it only affects other

phased objects, so its effectiveness as a weapon is very limited.

La Forge theorizes that their cloaked state is the result of exposure to chroniton particles which were generated as a by-product of the Romulan ship's experimental interphase cloaking device. These subatomic particles transmit temporal quanta and apparently altered La Forge and Ro's molecular structures.

Byproducts

When Ro and La Forge, or any other person or object affected by an interphase cloak, interact with objects in normal space, they generate chroniton particles. These particles can be used to track anything which is cloaked. Since chroniton particles can prove dangerous, it is standard practice to eliminate them by using an **anyon** emitter. When **Data** does this he discovers that the anyons counteract the effect of the cloaking device and return Ro and La Forge to normal space.

Fighting back

This suggests that a powerful counterweapon may already exist which will render the interphase cloak useless, even before a fully functional prototype has been constructed.

Ironically, the most successful attempt at constructing an interphase cloaking device may have been made by the Federation, which is banned from



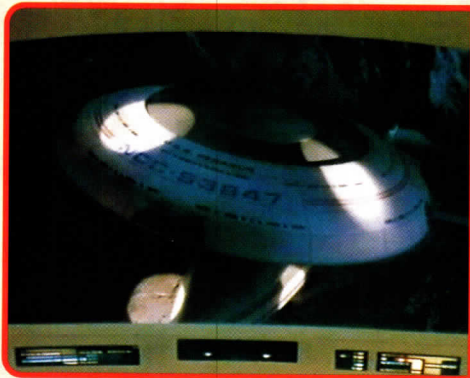
▲ **Unaware that La Forge and Ro are alive, Data detects chroniton particles. La Forge realizes that they are generated when he passes through solid matter.**



▲ **Ro and La Forge generate as many chronitons as possible; Data responds with a massive anyon bombardment which returns them to normal space.**

developing its own cloaking technology by the **Treaty of Algeron**. In 2358 the U.S.S. **Pegasus NCC-53847**, an **Oberth**-class starship, began experimenting with an illegal interphase cloaking device. The crew mutinied against **Captain Erik Pressman** when its testing violated the Treaty of Algeron.

The *Pegasus* is later found adrift within an asteroid in the **Devolin System**. It is recovered, and the officers involved are court-martialed.



▲ **In 2358, a disastrous and illegal experiment with an interphase cloaking device leaves the U.S.S. PEGASUS trapped inside an asteroid.**



▲ **In 2370, the U.S.S. ENTERPRISE is sent to recover the PEGASUS - plus, unbeknown to Captain Picard, the experimental interphase cloaking device.**



▲ **The cloaking device functions well for limited periods of time, and the crew of the ENTERPRISE are able to use it to escape from a Romulan vessel.**



'The City on the Edge of Forever'

Driven mad by cordrazine, Dr. McCoy uses an alien device to return to the past. There, his actions alter the course of history, preventing the Federation from ever coming into being. Desperate to repair the damage, Kirk and Spock follow him back to Depression-era America.

CAPTAIN'S LOG SUPPLEMENTAL

"Two drops of cordrazine can save a man's life. 100 times that amount has just been pumped into Dr. McCoy's body, and in a strange, wild frenzy he has fled the ship's bridge... We have no way of knowing if the madness is permanent or temporary, or in what direction it will drive McCoy."

The **U.S.S. Enterprise NCC-1701** has tracked some time distortions to a mysterious planet. In orbit, the ship is rocked by turbulence and the helm overloads, throwing **Sulu** to the ground. **Dr. McCoy** hurries to the bridge and, because Sulu has a heart flutter, risks giving him a shot of **cordrazine**. Sulu recovers, but the *Enterprise* soon hits more turbulence and McCoy falls on his hypo, accidentally injecting himself with a massive dose of the dangerous drug. Gripped with paranoia, he runs from the bridge.

As **Captain Kirk** scrambles security teams, McCoy makes his way to the transporter room, overpowers **Mr. Kyle**, and beams himself down to the planet below. As soon as he finds out what has happened, Kirk takes a landing party to the surface to look for McCoy.

The Guardian of Forever

Kirk's party arrives in the middle of a ruined city, which **Spock** reports is 10,000 centuries old. The landing party splits up to look for McCoy, and Kirk and Spock discover a mysterious arch, which is pulsing with power; Spock realizes that it is the source of the time distortions. Kirk asks it to identify itself, and the arch replies that it is the **Guardian of Forever** – a time portal. It demonstrates its power by showing the two officers a series of scenes from Earth's past.

As they watch in amazement, McCoy runs toward them, but the landing party soon catch him. With McCoy overpowered, Spock begins recording the images with his **tricorder**. Suddenly, McCoy recovers his strength, breaks free of his guards and runs straight through the portal, and back into the past.

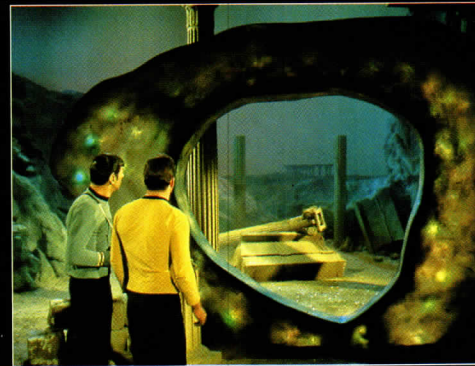
As soon as he has gone, **Uhura** reports that she has lost contact with the *Enterprise*. The Guardian explains that McCoy has changed the past and, as a result, the world they knew no longer exists.

Kirk asks the Guardian to replay time, and, using the tricorder readings, he and Spock jump through at a point shortly before McCoy did. The **Starfleet** officers find themselves on the streets of New York at some point in the 1930s. Their uniforms attract attention, so Kirk steals some clothes which are drying on a nearby fire escape. As

ON SCREEN...



1 When the **U.S.S. ENTERPRISE** passes through a turbulent time ripple, Dr. McCoy accidentally injects himself with cordrazine.



2 Kirk leads a landing party down to the surface of the planet to look for the paranoid McCoy. They are amazed to discover a mysterious portal.



3 Using his tricorder readings, Spock calculates when he and Kirk should jump through the portal. He hopes they have arrived in the past before McCoy.



4 In a desperate attempt to explain away Spock's pointed ears, Kirk tells a policeman that Spock's head got caught in a mechanical rice picker.



5 Edith Keeler is a visionary woman who believes that mankind can achieve peace and global prosperity by harnessing technology.



6 When Edith learns that Spock has 'borrowed' some tools, Kirk tells her that she has nothing to worry about and that the tools will be returned by morning.



'The City on the Edge of Forever'

they walk away a policeman stops them, and after an awkward attempt at an explanation Spock is forced to overpower him. Kirk and Spock flee before the officer can recover, and find refuge in a basement.

They have only just changed into their stolen clothes when a woman hears them and comes down into the basement. Her name is **Edith Keeler**, and when Kirk explains that they have no money and were running from the police, she offers them work. They can start by cleaning the basement.

Edith runs the Twenty-First Street Mission, and when Kirk and Spock have finished they eat in the canteen upstairs. Edith, impressed with their work, finds them lodgings in the boarding house where she lives.

Spock invests all of their earnings in constructing a makeshift computer, which he plans to use to access his tricorder to see exactly how the past will be changed. One night in the mission, Kirk and Spock 'borrow' some fine tools to work on the computer, but Edith catches them. When Kirk assures her that they plan to return the tools, she believes him, but insists that the Captain walk her home. She has some questions; her employees seem strangely otherworldly to her, but Kirk avoids any direct answers. It is obvious that he and Edith are falling in love.

New history

When Spock accesses his tricorder, he sees a 1930 report of Edith's death. When the Captain arrives he shows him a different report from 1936, which shows Edith conferring with President Roosevelt. Before they can discover any more, the computer overloads. Spock tells Kirk about the other report, and warns him that if Edith doesn't die, history will be changed forever.

Meanwhile, Dr. McCoy appears in a nearby backstreet. After an encounter with a tramp, he walks into the mission. Edith is shocked by his condition and leads him to a cot in a back room.

Spock has repaired his computer and learns that Edith will lead a peace movement that will delay America's entry into World War II, allowing the Germans to develop the atom bomb first, and win the war. Kirk tells Spock that he has fallen in love with Edith, but the **Vulcan** is resolute: to save the future, Edith Keeler must die.

McCoy recovers consciousness, but has no idea where he is. Later, Edith brings him a newspaper, and tells him her "young man" is taking her to a movie.

As Kirk escorts her to the cinema, Edith tells him about her new guest. Kirk realizes it must be McCoy, and runs back to the mission, calling Spock. McCoy hears them and rushes on to the street. As the friends embrace, Edith turns to cross the road. Kirk sees a van heading for her and instinctively steps forward to save her, but stops himself. McCoy tries to run past him, but the Captain

holds him back, and Edith is knocked down and killed. McCoy is shocked, and asks Kirk if he realizes what he has done. Spock steps forward and assures the Doctor that the Captain knows exactly what he has done. Seconds later, the three men return to their own time, where everything is back to normal – except, that is, for Kirk, who has been changed forever.

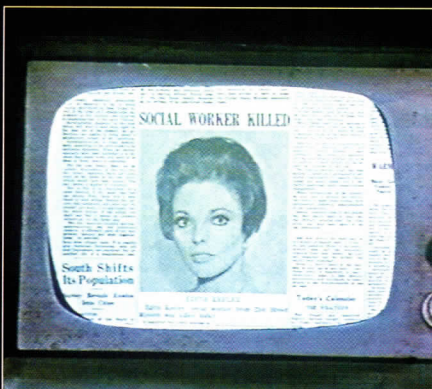
ON SCREEN...



7 There is a growing attraction between Kirk and Edith. He is drawn by her hopefulness, and she is impressed by his honesty and otherworldliness.



8 Spock spends almost all of his and Kirk's earnings on constructing a device that he can use to access his tricorder.



9 Spock's tricorder shows that Edith Keeler should be killed in a motor accident. If she does not die, the Nazis will win World War II.



10 Edith has nursed McCoy back to health. The doctor has no idea where he is, but realizes that Edith is more than a cordrazine-induced hallucination.



11 As Kirk and McCoy are reunited, Edith crosses the road to join them. Kirk has no choice but to stop McCoy from saving her.



12 McCoy does not understand, and is horrified by Kirk's actions. Spock assures him that the Captain knows exactly what he has done.

STARSHIP FACTS

A The Guardian of Forever is both alive and a machine. It cannot alter the speed at which it shows the past.

A Although Kirk succeeds in protecting history on this occasion, he has the largest file in Starfleet's Temporal Investigations department, with 17 separate violations.



'Sub Rosa'

When Dr. Beverly Crusher attends her grandmother's funeral, the last thing she expects to discover is that **Felisa Howard** had a handsome young lover, **Ronin**. But even more shocking is that he now expects Beverly to take over, like generations of Howard women before her ...

'SUB ROSA'

STARDATE 47423.9

"Most of the people on this colony will remember my grandmother as a hero. But her abilities went beyond that. She didn't just release pain and fight illness, she knew that well-being is more than just a healthy body ... I will miss Felisa Howard very much."

- Dr. Beverly Crusher

The **U.S.S. Enterprise NCC-1701-D** is at the **Caldos Colony** for **Dr. Beverly Crusher** to attend the funeral of her grandmother, **Felisa Howard**. The Colony is modeled on the Earth area of the Scottish Highlands, and the funeral service is a traditional affair in a small churchyard. As the mourners leave the service, a handsome young man looks back, and drops a flower onto the grave.

Beverly goes back to her grandmother's house with **Deanna Troi** and reminisces about her family; her grandmother raised her after her mother died when she was young. Soon after Deanna has left, a man named **Ned Quint** enters. He blows out a candle Felisa always kept lit, claiming that it has been a curse on the family for generations, but Beverly orders him out.

From reading Felisa's journal, Beverly discovers that her 100-year-old grandmother had a 34-year-old lover named **Ronin**. Curiously, Felisa never mentioned him. Later that night, Beverly wakes up suddenly after a strange dream; she felt a presence in bed with her and hands moving across her skin "like a caress." She describes it as the most physical dream she has ever had, but she did fall asleep reading a particularly passionate journal entry. Afterward, she visits her grandmother's grave. Ned arrives and tells her that Felisa's house is haunted. When an electrical storm begins, he claims that this is the ghost's doing. On the **Enterprise**, **Geordi** suggests transferring power from the ship to the planet's weather station to stabilize the conditions.

A house full of flowers

Beverly returns to her grandmother's house to find that it is filled with hundreds of bunches of camellias. Beverly hears noises she can't explain, and sees a man standing behind her in a mirror, but when she turns around there is no one there. Then she hears a voice: it says it is the man who came to her the previous night. He says he loves her, as he loved Felisa before her: this is **Ronin**, and he is a spirit. He has lived with the women of the Howard family for generations; when one dies, he moves on to a descendant.

Later, on the **Enterprise**, Beverly seems extremely happy. Deanna guesses she is seeing someone, and Beverly admits that it

ON SCREEN...



1 **Felisa Howard** is buried in the churchyard of her beloved **Caldos Colony** in a simple, traditional ceremony.



2 **Governor McEwan** asks **Captain Picard** if **U.S.S. ENTERPRISE** facilities could help to update the colony's utilities.



3 **Ned**, a friend of **Felisa's**, visits **Beverly** at her grandmother's house and warns her that it is haunted. Unless she leaves, he warns, she will soon be dead too.



4 The **ENTERPRISE** transfers power to the **Caldos Colony's** weather station in an effort to stabilize the planet's climate, which seems to be out of control.



5 At the weather station, **Ned** is killed by what appears to be a plasma discharge. But his body shows odd energy readings.



6 **Beverly** finds **Felisa's** house filled with hundreds of camellia blooms. These were her favorite flowers.



'Sub Rosa'

is Ronin – her grandmother's lover. Deanna warns her that their closeness may be just misinterpretations of shared grief.

On the ship's bridge, **Captain Picard** and **Caldos's Governor McEwan** find the room covered in fog, and other decks also have environmental problems. This may be caused by a feedback problem from the weather station. In the station, **Geordi** and **Data** find Ned sabotaging the systems, but when they try to stop him he is killed, apparently by what appears to be a plasma discharge. However, Beverly finds that this isn't what killed him: his body is riddled with an energy residual neither she nor Data can identify. It seems to be the same energy which is causing the weather fluctuations.

Everlasting love

Beverly returns to Ronin. This time, he appears to her physically, and asks her to light the candle. He tells her that if he is away from it for too long, he will cease to exist: this is why the Howard women have always kept it lit. He tells her he wants to be with her always. She takes the candle back to the ship, and Ronin appears to her in her quarters. He says he wants them to "become one", then turns into a green mist, which merges into Beverly's body. Soon after, Beverly prepares to beam back down to Caldos. She has resigned her **Starfleet** commission and says that she wants only to remain on Caldos and be a healer like her grandmother.

At Felisa's house, Beverly and Ronin merge again as Picard calls. He says he would like to meet Ronin, and is concerned that no one else has seen Beverly's mysterious lover. Beverly tries to put Picard off by accusing him of jealousy, but Ronin appears. While he is there, Geordi and Data contact Picard to ask for permission to exhume Felisa's body; they have traced the odd energy readings to her grave. Ronin objects, but when Picard starts to fire questions at him about who he is and his place in the community, he disappears and then causes the Captain to collapse. Beverly tries to revive Picard while Ronin storms out to stop Geordi and Data. When he recovers, Picard tells her to go after her lover.

End of a family tradition

At the graveyard, Geordi and Data exhume the body by transporting the coffin out of the ground. Suddenly, the corpse revives, but Beverly arrives and knows it is

only Ronin manipulating Felisa's body. She says there is no such thing as a ghost: Ronin is just an anaphasic life form which needs an organic being to survive. Ronin claims that, all the same, he loved all the Howard women and they loved him. He threatens to kill Geordi unless Beverly gives him the candle – really a plasma-based receptacle which can hold his form. Beverly puts the

candle down, then destroys it with a phaser. She then shoots Ronin; he disintegrates, and she falls to the ground in tears.

Later, Beverly tells Deanna that one of her ancestors had a physiology compatible with Ronin's energy matrix, and he has been with the family ever since. She is a little sad that she has ended the tradition – after all, he really did make her grandmother very happy.

ON SCREEN...



7 Ronin reverts to his true form, a green gas which can merge with Beverly. By now, her colleagues aboard the U.S.S. ENTERPRISE are growing increasingly concerned over her behavior.



8 Back on Caldos, Ronin appears to Beverly again. She has abandoned her Starfleet career and is ready to spend the rest of her life with Ronin – like generations of Howard women before her.



9 Captain Picard calls, and Ronin once again merges with Beverly. Picard is worried about her, and concerned about her new lover: she seems to be the only one who has actually seen Ronin.



10 Ronin appears and attacks Picard, knocking him out. He then leaves to stop Geordi and Data, and Picard tells Beverly to follow her lover; the Captain will be okay without her.





11 In the graveyard, Geordi and Data have exhumed Felisa's body so that they can examine the odd energy readings emanating from it. But Ronin attacks them, using his strange abilities to animate her corpse.



12 Beverly shoots Ronin with a phaser, and destroys the plasma candle in which he lives. Ronin's manipulation of the Howard women is over, although – as Beverly tells Deanna – he did make her grandmother very happy.

STARSHIP FACTS

 Ronin was born in 1647 in Glasgow, Earth. He became infused with the anaphasic life form soon afterward, thus gaining immortality.

 Felisa met Ronin shortly after her own mother's death. As Beverly's mother died when she was young, Ronin has skipped a generation and moved to Felisa's granddaughter.



'Resistance'

RESISTANCE!

"The Mokra are paranoid and hostile; they have little use for diplomacy. I wouldn't be surprised if they started shooting at us immediately."

— Neelix

When an away team from the *U.S.S. Voyager NCC-74656* are forced to visit a planet controlled by the Mokra, it can only lead to trouble. Tuvok and Torres are soon captured and, out of contact with the ship, Janeway must rely on the help of the unbalanced Caylem to rescue them.

As an away team from the *U.S.S. Voyager* wait for Neelix to finish buying some vital tellerium, they are attacked by some Mokra soldiers. Tuvok and Torres are taken prisoner, but Janeway is rescued by a man who rushes out of the crowd.

Neelix returns to *Voyager* with the tellerium and Harry uses it to bring the warp engines back online. Determined to rescue the landing party, Chakotay brings the ship out of hiding and hails the Mokra. An official called Augris offers to help.

Janeway wakes up in her rescuer's house. The man's name is Caylem, and he is convinced that she is his daughter. When Janeway begins talking about a rescue mission he thinks she wants to rescue his wife, and insists on joining her.

Meanwhile, Augris begins to interrogate his Starfleet prisoners. He wants to know who their contact was.

Desperate mission

Janeway and Caylem avoid some Mokra patrols. After they fail to buy some weapons, Janeway tries a different approach; dressed as a prostitute, she goes to the prison entrance. She soon overpowers the guards, and, leaving Caylem behind, heads into the prison. When Janeway knocks the power systems out, Tom Paris leads a rescue team from *Voyager* down to the prison.

Janeway manages to find Tuvok and Torres, but Augris and his guards arrive, trapping them and Caylem, who has found his own way into the prison hoping to rescue his wife. Augris is amused, and tells Janeway that Caylem's wife and daughter have been dead for 12 years. Enraged, Caylem runs at Augris and kills him with a knife. In the confusion, the *Voyager* crew members overpower the guards.

Caylem has been mortally wounded, and as Tom and his team arrive, Janeway leans close and tells him that they have managed to rescue his wife.

STARSHIP FACTS

Caylem has been wracked with guilt since his wife was taken prisoner on a raid. He has never forgiven himself for abandoning her.

ON SCREEN...



1 Neelix has found a supplier of tellerium, a vital substance needed by the *U.S.S. VOYAGER*'s warp engines.



2 Janeway awakes to find herself in Caylem's house. Her communicator is gone, and her host, who is obviously unbalanced, thinks she is his daughter.



3 The Mokra are determined to get information from their prisoners. Their interrogation methods are so brutal that they make even Tuvok scream.



4 Janeway and Caylem try to buy some weapons from the resistance movement, but at the last moment Janeway realizes that it is a trap.



5 Augris has Janeway and her crew members cornered. He is amused to see Caylem, who regularly attempts to break into the prison in a vain attempt to save his wife.



6 As Caylem lies dying, Janeway tells him what he wants to hear - they have rescued his wife, who forgives him for everything that has happened.





FILE 71 STAR TREK: VOYAGER

'Prototype'

When the *U.S.S. Voyager NCC-74656* rescues a robot, B'Elanna Torres wants to do everything in her power to help it. But when the robot takes things into its own hands, she realizes that she may have made a fatal mistake.

'PROTOTYPE'

"They've learned ways to repair themselves, some pretty complex. But the construction of a power module – the device that sustains them – is beyond their grasp."

– B'Elanna Torres

The crew of the *U.S.S. Voyager NCC-74656* find a robot floating in space; they beam it aboard, and B'Elanna repairs its failing power supply.

The robot tells B'Elanna that it is **automated personnel unit 3947**. It is interested to learn that she has repaired its power module, as only the **Builders** can do this, and they no longer exist. The robot asks B'Elanna to help its 'people' to build more power units, and thus reproduce, but as this would be a breach of the **Prime Directive**, **Captain Janeway** refuses B'Elanna permission.

Voyager finds 3947's ship and arranges to return the robot. B'Elanna goes to the transporter room to see it off, and is startled when it takes her prisoner. As soon as 3947 and B'Elanna have beamed aboard, the robots raise their shields. On the robots' ship, 3947 tells B'Elanna that she is there to help build a prototype. *Voyager* attempts to rescue B'Elanna, but the robots are heavily armed and the **Federation** vessel is soon in real trouble. The robots call off their attack when B'Elanna agrees to help them.

Playing God

B'Elanna discovers that the robots have been unable to make more power units because each one has a unique energy code. She begins working on a standard power module that can be used with any of the robots' components.

Voyager has been crippled by the robots' attack, but the crew plan to rescue B'Elanna by taking a shuttle inside the robots' shields.

B'Elanna completes work on the prototype just as another ship, which is also crewed by robots, arrives. The new ship attacks, and 3947 explains that the robots were built to fight a war and that, when their masters made peace, the robots turned on them and destroyed them. Horrified, B'Elanna realizes why the Builders made it impossible for the robots to reproduce, and, seconds before **Tom Paris** beams her to safety, she destroys the prototype.

ON SCREEN...



1 When the *U.S.S. VOYAGER* discovers the robot, its power supply is failing fast. If B'Elanna and Harry don't act at once, they may not be able to save it.



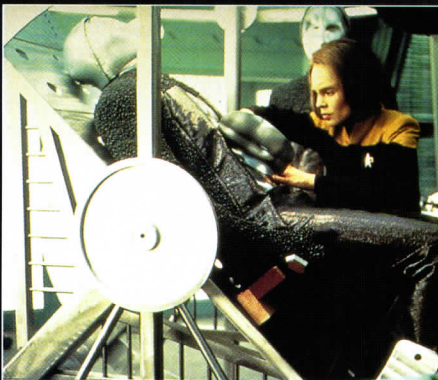
2 After hours of experimenting, B'Elanna finally realizes that she can adapt *VOYAGER*'s warp plasma to power the robot.



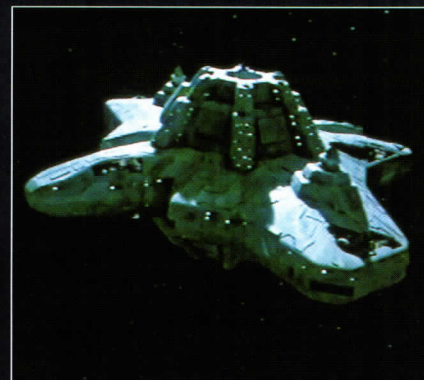
3 Following Janeway's orders, B'Elanna has refused to help 3947 construct more power modules. But the robot is unwilling to take no for an answer, and kidnaps her.



4 On the robots' ship, B'Elanna is forced to begin work constructing a prototype. Despite her situation, she enjoys the work, and makes quick progress.



5 B'Elanna activates her prototype only a few minutes before she decides to destroy it. She hadn't fully realized how dangerous the robots are.



6 The robots' ships continue the war they were built to fight, long after their creators are dead. But, without B'Elanna's help, they will die out.

STARSHIP FACTS

The robots were created by two warring races called the **Pralor** and the **Cravic**. The robots rebelled in order to avoid termination.



C continued

Cardassian dissident movement

A political alliance opposed to the supremacy of the **Cardassian Central Command**. The government used all means at its disposal, legal and otherwise, to silence the movement, which it considered traitorous. (*Starship Log: 'Profit and Loss' [DS9]*) **SEE FILES 13, 70**

Cardassian enigma tale

A mystery story, used as a form of moral instruction, that could be called a 'whodunwhat'. Most characters in a tale are responsible for some type of illegal or antisocial behavior. (*Starship Log: 'Distant Voices' [DS9]*) **SEE FILES 13, 70**

Cardassian Fourth Order

One of several **Cardassian** military groupings. **Gul Evек** identified himself as a member of the Fourth Order while pursuing **Chakotay's** fleeing **Maquis** ship in 2371. (*Starship Log: 'Caretaker' [VOY]*) **SEE FILES 13, 71**

Cardassian groat

A **Cardassian** unit of currency. **Odo** once remarked to **Commander Sisko** that a **Ferengi** would sell his own flesh and blood for a single groat. (*Starship Log: 'Necessary Evil' [DS9]*) **SEE FILES 13, 14, 70**

Cardassian high command

SEE Cardassian Central Command **SEE FILE 70**

Cardassian information service

The **Cardassian** news bureau. **Natima Lang** fell in love with **Quark** when she was assigned to **Deep Space Nine** as a correspondent for the Cardassian information service. (*Starship Log: 'Profit and Loss' [DS9]*) **SEE FILES 13, 50, 70**

Cardassian navigational control post

A sensor station. The **Cardassian** military manned numerous such posts in order to maintain control over their borders. (*Starship Log: 'The Homecoming' [DS9]*) **SEE FILES 13, 70**



Garak has been attempting to educate **Dr. Bashir** in the intricacies of **Cardassian** literature. **Garak** is very fond of **Cardassian** enigma tales, but **Bashir** finds them a little too predictable.

Rugal was one of the many **Cardassian** 'orphans' left on **Bajor** after the **Cardassian** withdrawal. He was brought up by **Bajoran** foster parents who taught him to hate his own people. In 2370, it was learned that **Rugal** should not have been placed in an orphanage as his father was alive.



Cardassian neck trick

A stunt that **Odo** once performed for the **High Command**. Although apparently an impressive feat, no one who has ever witnessed the neck trick has revealed or described it. (*Starship Log: 'Necessary Evil', 'Improbable Cause' [DS9]*) **SEE FILES 13, 43, 70**

Cardassian neutralization emitters

Original containment field beacons installed under the flooring of **Deep Space Nine**. **Gul Dukat** reactivated them in 2371 to help defeat an automated forcefield built into the station by **Cardassians**. (*Starship Log: 'Civil Defense' [DS9]*) **SEE FILES 13, 28, 70**

Cardassian Occupational Government

The ruling power established by the **Cardassians** during their occupation of **Bajor** in the 24th century. (*Starship Log: 'The Collaborator' [DS9]*) **SEE FILES 10, 13, 70**

Cardassian operation guidelines

The detailed plan of technical instructions covering all operations of **Deep Space Nine**. Essentially, the station's 'user's manual'. (*Starship Log: 'The Forsaken' [DS9]*) **SEE FILES 28, 70**

Cardassian security protocols

One of the computer subroutines that **Deep Space Nine** personnel had to rewrite or defeat when the counterinsurgency program built into the station was accidentally activated in 2371. (*Starship Log: 'Civil Defense' [DS9]*) **SEE FILES 28, 70**

Cardassian underground

Informal name for the political alliance dedicated to abolishing the dominance of the **Central Command**. **Quark's** ex-love, **Professor Natima Lang**, was one of the movement's leaders. (*Starship Log: 'Profit and Loss' [DS9]*) **SEE FILES 13, 50, 70**

Cardassian war orphans

Cardassian children abandoned on **Bajor** when their natural parents left with the occupying forces. Subsequently raised by **Bajoran** foster parents, many of the orphans developed an antipathy toward their ancestry. (*Starship Log: 'Cardassians' [DS9]*) **SEE FILES 10, 13, 70**

Cardassian dissident movement
Cardassian enigma tale
Cardassian Fourth Order
Cardassian groat
Cardassian high command
Cardassian information service
Cardassian navigational control post
Cardassian neck trick
Cardassian neutralization emitters
Cardassian Occupational Government
Cardassian operation guidelines
Cardassian security protocols
Cardassian underground
Cardassian war orphans
Cardassian zabu meat
Cardassian-Federation Treaty
Cardassians
cardaway leaves, stuffed
cardiac induction
cardiac replacement
Cardies
cardio-stimulator
Carema III
Caretaker (1)
Caretaker (2)
Caretaker's array
Caretaker, female
Carey, Lieutenant



Gul Evек was a member of the feared **Cardassian** Order. He was assigned to the **Demilitarized Zone**.



Natima Lang once worked for the **Cardassian** information service and is now a member of the dissident movement.



Cardassian zabu meat

An ingredient in a stew that **Keiko O'Brien** made for **Rugal**, a young **Cardassian** war orphan. Neither he nor **Miles O'Brien** wanted to eat it, which gave them something in common. (*Starship Log*: 'Cardassians' [DS9]) **SEE FILES 13, 43, 70**

Cardassian-Federation Treaty

SEE Treaty, Federation-Cardassian **SEE FILE 70**

Cardassians

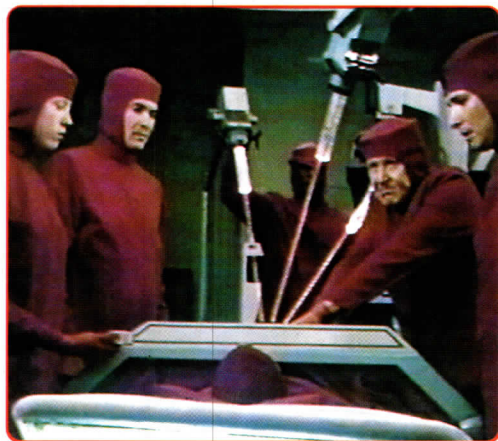
An intelligent humanoid race, easily identifiable by their prominent facial ridges and chalky pallor. After a period of peace with the **Federation**, the Cardassians joined the **Dominion** in 2373. (*Starship Log*: 'Unification', Part I [TNG]; 'Cardassians', 'Tribunal' [DS9]) **SEE FILES 13, 36, 69, 70**

cardaway leaves, stuffed

One of several hors d'oeuvres that **Kes** and **Neelix** brought to the bridge in an attempt to boost the morale of the **U.S.S. Voyager** crew during their encounter with a sentient nebula in 2371. (*Starship Log*: 'The Cloud' [VOY]) **SEE FILES 29, 43, 71**

cardiac induction

An emergency medical procedure, employed to restore a patient's coronary function. A comatose **Captain Picard** was successfully revived using cardiac induction, following his interaction with a **Kataan** probe in 2369. (*Starship Log*: 'Inner Light' [TNG]) **SEE FILES 18, 43, 69**



Captain Picard's heart was severely damaged when, as a young man, he had a fight with a group of Nausicaans. He received an artificial heart, which had to be replaced in 2367. During this procedure there were serious complications and he almost died, but his life was saved by Dr. Katherine Pulaski.

cardiac replacement

A fairly routine surgical procedure during which a patient's organic heart is replaced with a bionic vascular pump, or a previously-installed artificial heart is replaced with a new one. (*Starship Log*: 'Samaritan Snare' [TNG]) **SEE FILES 43, 69**

Cardies

One of several derogatory names for members of the **Cardassian** race. (*Starship Log*: 'The Wounded' [TNG], 'Emissary' [DS9]) **SEE FILES 13, 69, 70, 71**

cardio-stimulator

A medical instrument that is used to restore vital cardiac function. The **U.S.S. Voyager's** EMH used the device to keep the brain-dead **Chakotay's** heart beating in 2371. (*Starship Log*: 'Cathexis' [VOY]) **SEE FILES 43, 56, 71**

Carema III

A planet where **Starfleet** was initially considering utilizing **Dr. Farallon's** experimental **particle fountain** mining technique, prior to the system's failure during testing. (*Starship Log*: 'The Quality of Life' [TNG]) **SEE FILES 3, 69**



When the U.S.S. ENTERPRISE visited the amusement park planet, the crew did not realize how this unusual facility worked. However, the Caretaker soon arrived and explained that complex machines drew images straight from the visitors' minds. It was his job to keep everyone happy.

Caretaker (1)

Custodian and superintendent of the amusement park planet encountered by the **U.S.S. Enterprise** in 2267. He was responsible for the planet's sophisticated hardware, and for ensuring that visitors enjoyed themselves. (*Starship Log*: 'Shore Leave' [TOS]) **SEE FILES 4, 68**

Caretaker (2)

Powerful **sporocystian** life form that brought the **U.S.S. Voyager** to the **Delta Quadrant**. The Caretaker was a traveler from another galaxy. Approximately 1,000 years ago, his people, the **Nacene**, accidentally devastated the environment on the **Ocampa** homeworld. He and another member of his race, a female, stayed in our Galaxy to care for the Ocampa. She eventually left, but he remained behind. When he approached death, the Caretaker brought various species to his array in an attempt to breed, so that his offspring could continue his duties. Unfortunately, he died before he could succeed. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 18, 57, 71**

Caretaker's array

Space station where the **Caretaker** lived. The array contained advanced machinery capable of generating convincing holographic environments and of sending a starship across thousands of light years. After the Caretaker died, the array was destroyed by **Captain Janeway**, who was determined to prevent the technology on board falling into the hands of the **Kazon-Ogla**. (*Starship Log*: 'Caretaker' [TOS]) **SEE FILES 18, 42, 43, 71**

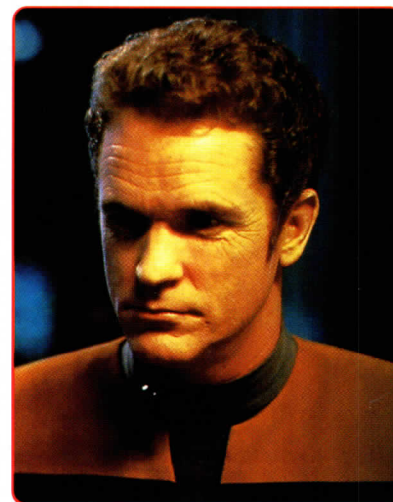
Caretaker, female

SEE Suspiria. (*Starship Log*: 'Cold Fire' [VOY]) **SEE FILES 57, 71**

Lt. Carey was a talented engineer who overcame his rivalry with B'Elanna Torres to become a valued member of her team when she was promoted to Chief Engineer aboard the U.S.S. VOYAGER.

Carey, Lieutenant

Starfleet engineer posted to the **U.S.S. Voyager** when it was lost in the **Badlands**. Carey held the rank of lieutenant. When *Voyager's* Chief Engineer was killed, **Captain Janeway** planned to promote Carey to the position, but she eventually decided that **B'Elanna Torres** was a better choice. Carey had a wife and two sons. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 29, 43, 68**





FILE 52 BORG PERSONNEL

Locutus of Borg

When the Borg assimilate Captain Jean-Luc Picard, they get more than they bargained for. The legacy of Locutus will come back to haunt them long after Picard's initial escape.

OTHER CARDS IN THIS FILE...

3 THE BORG QUEEN

SEE OTHER FILES...

STARFLEET PERSONNEL.....File 43

STAR TREK:
THE NEXT GENERATION...File 69

STAR TREK:
FIRST CONTACT.....File 79

The being known as **Locutus** is the Borg 'spokesperson' created when **Captain Jean-Luc Picard** is forcibly assimilated by the **Borg collective**.

Picard is kidnapped from the bridge of the **U.S.S. Enterprise NCC-1701-D** in 2366, by a raiding party of three Borg. Two of the Borg successfully distract the rest of the bridge crew while a third materializes to grab Picard and transport him back to their **Borg cube**.

Once aboard the Borg ship, Picard is told that to facilitate the Borg's introduction into **Federation** societies, a human voice – his voice – will speak for them in all communications as they continue their planned assimilation of the Federation. When Picard

refuses to help, they assimilate him, transforming him into one of them.

Picard is taken to a Borg operating room. As he lies, conscious but helpless, on an operating table, a variety of long, probing implant devices are used to add biochip technology to his human form.

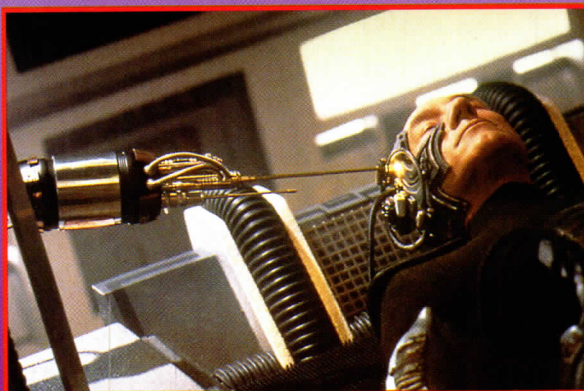
Mechanical additions

Mechanical prosthetics are welded to the side of Picard's head and face, and a red beam emanates from a socket near his temple. A large mechanical extension is placed on his right arm. As the procedure continues, the color slowly drains from Picard's face until he assumes the ashen white

Two Borg create a diversion on the bridge of the **U.S.S. ENTERPRISE**, allowing a drone to grab Picard and disable him.

ASSIMILATED

On the **BORG CUBE**, the cybernetic aliens start to turn Picard into one of them, adding mechanical components to his organic form. Soon, his skin will start to take on the pale color of Borg flesh.



PROFILE ON LOCUTUS

NAME: Locutus of Borg

FORMERLY: Captain Jean-Luc Picard of the **U.S.S. Enterprise NCC-1701-D**, a human male.

ASSIMILATED: Stardate 43997

LIFE FORM: Male Borg; carbon-based human with cybernetic implants and prosthetics which provide enhanced sensory information and other superhuman abilities. Locutus retains more individuality than is usual in the Borg.

FIRST SEEN: 'The Best of Both Worlds' Parts I and II [TNG]


Once Jean-Luc Picard is assimilated, he becomes part of the Borg collective consciousness. Only Locutus of Borg should exist, but Picard is not so easily defeated.

pallor of the Borg.

With Picard's mind as part of the Borg collective, they are able to destroy almost the entire **Federation** fleet at the battle of **Wolf 359**. Desperate to stop the Borg from reaching Earth,

Commander Will Riker

formulates a plan to return the being that was once Captain Picard to the **Enterprise**. He detaches the **Enterprise's** saucer section to distract the Borg, so that **Worf** and **Data** can use a

shuttlecraft to penetrate the Borg's shields and rescue Locutus from the Borg ship.

Locutus is taken to sickbay, where **Dr. Beverly Crusher** reports that there is extensive infiltration of the Borg's microcircuit fibers

Picard's friends are not ready to give up on their captain, and undertake a daring rescue mission. In 2373, Picard will repay Data's loyalty.



Now fully assimilated, Locutus of Borg is ready to attack Picard's colleagues. This new being is an enemy who will show no compassion to the crew of the **U.S.S. ENTERPRISE**.



Locutus of Borg

▶ **Surrounded by Borg drones, Locutus retains more individuality than most. There are two reasons for this: to enable communication with the Federation, and to create an equal for the Borg Queen. The latter is not discovered for several years.**



▶ **In Data's cybernetics lab, Picard's friends begin the difficult job of restoring their captain to normal.**

into the surrounding tissues of Picard's body. His DNA is being rewritten by the bioimplants.

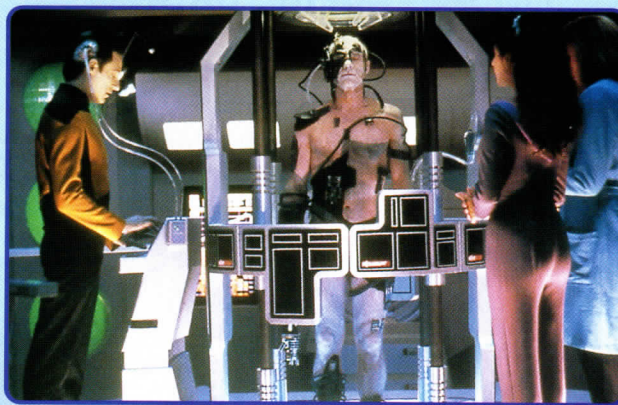
Once revived, Locutus shows no signs that Picard's personality still exists within him. He informs Riker that to risk his ship and crew to retrieve one man was an incorrect strategy, and that his abduction will do nothing to deter or change the Borg's plan of attack.

Picard recovered

Data uncovers a complex series of subspace signals traveling between Locutus and the Borg ship, and hypothesizes that it is through this interactive signal that the Borg have established their collective consciousness. However,

cutting Locutus off from this group consciousness might cause the immediate self-destruct they have seen in other injured Borg.

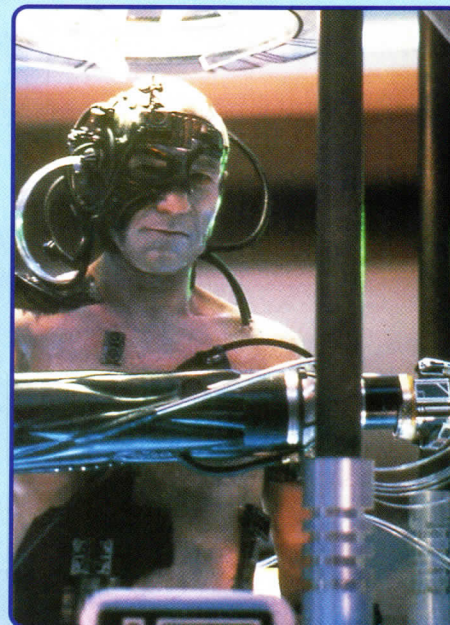
Locutus is taken to a biochamber in Data's cybernetics laboratory. Here, Data makes a cybernetic connection into Locutus' neural net, while **Chief**



"I am Locutus of Borg. Resistance is futile. Your life, as it has been, is over. From this time forward you will service us."

— Locutus of Borg

▶ **At first, Locutus seems unfamiliar with his surroundings and the people who are his former colleagues. But as time passes, Picard's personality starts to break through the Borg implants.**



Miles O'Brien processes the Borg's signals to Locutus through the transporter pattern buffers. Data moves through this neural link in three stages. The first two do not allow him any significant access to the Borg consciousness, but the third stage finally lets him through and he discovers the

Borg's Achilles heel: they are unable to cut off contact with Locutus because of their interdependence within the collective. Dr. Crusher detects increased neural activity in Locutus' prefrontal and parietal lobes. **Counselor Deanna Troi** reports this is not coming from the Borg, but that it is Picard attempting contact with them.

LOCUTUS'S LEGACY

Recognition continues

Captain Picard would rather forget his time as Locutus of Borg, but on occasions he has been able to use the identity to his advantage: to give orders to the Borg renamed Hugh by the U.S.S. Enterprise crew, and when dealing with the Borg Queen.

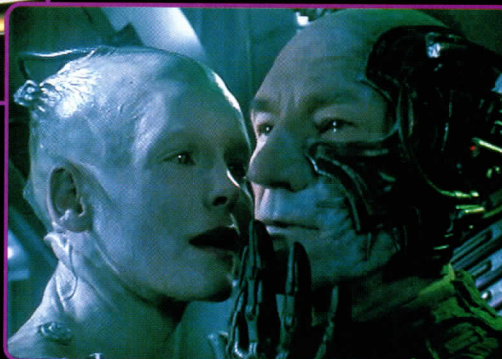


▶ **When Hugh first comes aboard the U.S.S. ENTERPRISE, Picard refuses to see him, and will not even face him while plotting the destruction of the collective. When they do come face to face, Hugh recognizes Picard as Locutus.**

▶ **The Borg Queen wanted Locutus to be her mate. Evidently, ruling over the mindless drones was not enough for her, and she wanted an equal. But Picard rejected her, and she is not prepared to take him back.**



▶ **Data risked everything to save Picard from the Borg, and when their positions are reversed Picard is determined to do the same for his friend. He gives himself up to the Borg Queen in the hope that she will let Data go free.**



Borg defeated

Picard fights his way through the Borg consciousness that is controlling him and utters the word "sleep". Data is able to act on Picard's hint, and penetrates the Borg's low-priority regenerative subcommand path. He successfully plants a command in the collective, misdirecting them to believe that it is time to regenerate – to go to sleep. This causes the entire power net to feed back on itself, and destroys the Borg ship.

Back in the lab, Picard shudders at the explosion. But his life signs quickly stabilize and the DNA around the microcircuit fiber implants begins to return to normal. Dr. Crusher reports that there will be no problem removing the implants. Picard is freed from the influence of the Borg, and is returned to his normal appearance through a series of operations and medical treatments. But the pain and trauma of his time as Locutus of Borg are not as quickly healed.

The Exocomp

The **exocomp** is a small 'toolbot', designed to carry out work in confined spaces which might prove difficult or dangerous for living beings. But when it starts to exhibit intelligence, new moral questions arise.

An **exocomp** is a small robot, developed by **Dr. Farallon of Tyrus VIIA**, as an engineering problem-solving tool. Because of its diminutive size, the exocomp can easily and quickly navigate through access tunnels, **Jefferies tubes**, shafts, and other areas where it is difficult or dangerous for humanoid to work. The benefits of the exocomp are demonstrated by its ability to negotiate a narrow access corridor

and repair a faulty power grid on one of Farallon's other inventions, the **particle fountain** used for mining on Tyrus VIIA. This device is set to revolutionize mining operations, but it has its problems in generating the stream.

Problem quickly solved

Even before an exocomp arrives at the repair site, it can sense, evaluate, and correct the problem by creating and replicating the exact tool to do the job. As an

exocomp completes a new task, it returns to the point of entry, dematerializes the tool, and then records the problem and solution for later reference. With their intimate knowledge of ship systems, exocomps are capable of coming up with new answers to previously insoluble problems. In effect, the exocomps can learn from their experiences in the same way as a human



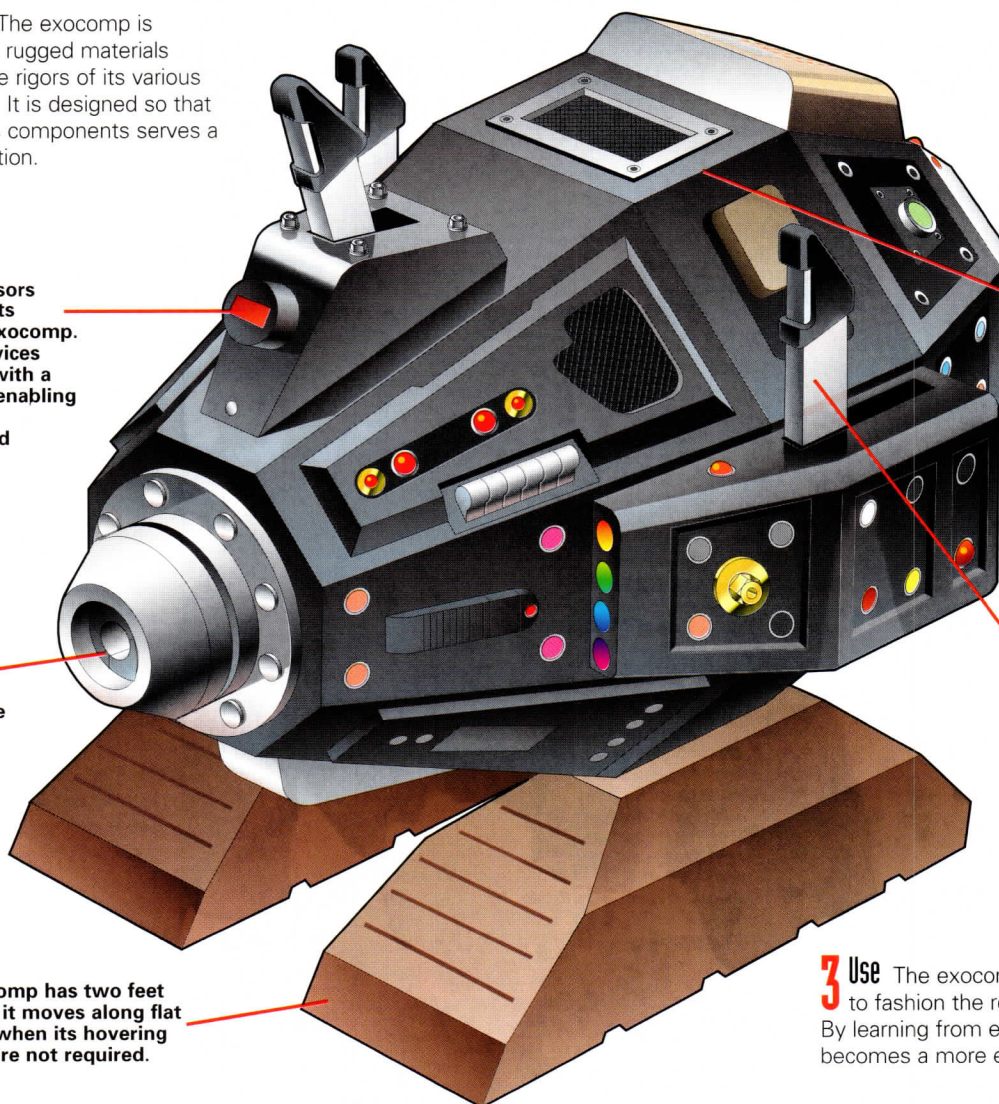
The exocomp's surface is covered with useful equipment to help it carry out its work. Every time the machine carries out a task, it can record details of the event and use these for future reference, allowing it to 'learn'.

1 Construction The exocomp is composed of rugged materials to withstand the rigors of its various hazardous jobs. It is designed so that every one of its components serves a necessary function.

A series of sensors and status lights surround the exocomp. Transceiver devices communicate with a control PADD, enabling it to receive instructions and feed back data.

The microreplicator is located at the front of the exocomp. The specific tools required for each job materialize here.

The exocomp has two feet by which it moves along flat surfaces when its hovering abilities are not required.



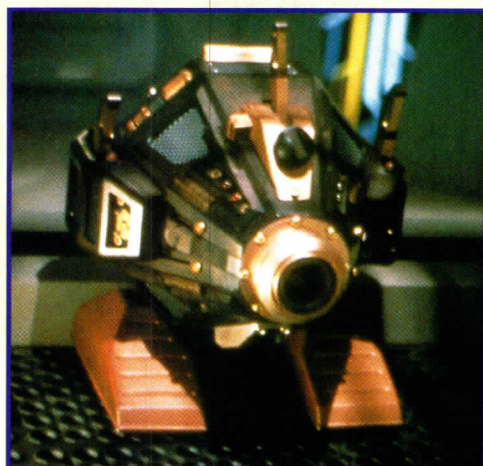
2 Function The exocomp is a totally functional device that incorporates many different devices into one, creating a tool that can carry out a variety of tasks.

The top panel is easily removed, giving the operator access to the inner components.

Three vertical arms protrude from the exocomp. These perform a variety of functions.

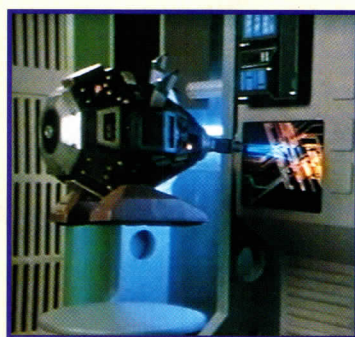
3 Use The exocomp uses a microreplicator to fashion the required tools for the job. By learning from each task, the exocomp becomes a more efficient machine.

The Exocomp



▶ *Its ability to hover allows an exocomp to work at even the most awkward access panel. At the front of the machine, the required tools are produced by the microreplicator.*

◀ *The exocomp has large feet which enable it to walk while on the floor, and a spherical main body. It is small and has a rather comical appearance, but is a very useful tool.*



and even maintain a stable position in mid-air while accessing control panels several meters from the ground. The exocomps receive orders via a special exocomp control PADD using **isolinear interface circuitry**.

The machine itself is based on a common industrial servomechanism used on Dr. Farallon's home planet, but with

many modifications and improvements. Farallon's additions to the device include a **boridium power converter**, an **axionic chip network**, and a **microreplicator**. The exocomp uses the microreplicator to create tools as needed, to add new neural circuit pathways within its own memory as it learns, and to interact with real objects. The internal mechanisms of the robot are accessed from its removable top panel.

Exocomps have proved themselves very capable of handling tasks such as fixing power grids and sealing plasma conduits. In one test undertaken by **Lieutenant Commander Data**, a single exocomp completes 14 tasks in one hour; two people would require nine hours to complete the equivalent amount of work. Data describes the exocomps' performance rating as "excellent".

Unexpected specifications

The three experimental exocomps created by Dr. Farallon prove even more successful than she intended. Their success can perhaps be attributed to Farallon's extensive studies of Data's **positronic** network and the way in which she incorporates some of the rudimentary theories behind his brain into the exocomps. Dr. Farallon does admit, though, that the exocomps don't come close to Data's level of sophistication.

The handy 'toolbots' begin increasing their own neural pathways to such an extent that they become unresponsive to control PADD input. Dr. Farallon assumes this additional growth is random and routinely erases the affected exocomp before putting it back to work. Eventually, however, the additional pathways are recognized as evidence of possible sentience when the exocomps begin exhibiting a self-preservation instinct.

Self-survival acts include refusing to enter an area when it means certain destruction, burning out their own interface circuitry and overloading the controlling PADD, and reprogramming certain-death orders even as they are received. When one exocomp willingly sacrifices itself to save the other two, the devices are taken out of service by Dr. Farallon, who concedes they have, possibly, become sentient and should be considered to be alive.

THE CREATOR

New life

Dr. Farallon sees herself as a scientist, and plans only to develop a tool which will make certain work easier and less hazardous for engineers and other workers; she never intended to create life.

When it becomes obvious that the exocomps can be considered a new form of life, they gain the same rights as any other sentient being, and new moral questions arise.



▶ *Geordi La Forge is impressed by the demonstrations of the exocomps' ability. Such sophisticated tools as these will make life much easier for Starfleet engineers.*

▼ *Exocomps are not the only machines that demonstrate sentience: the android Data is also considered to be as much a life form as he is a machine, although he is far more sophisticated than these simple little tools.*



▶ *Dr. Farallon is a dedicated scientist who is perhaps too good at what she does. Her inventions are groundbreaking, but they also have inbuilt problems; the particle fountain and the exocomps are prime examples of this.*



'Gambit' Part I

For the last six months, a gang of vicious mercenaries have been plundering Romulan artifacts from Federation worlds. Now it appears that these criminals have also murdered Jean-Luc Picard, captain of the *U.S.S. Enterprise NCC-1701-D*.

ACTING CAPTAIN'S LOG

STARDATE: 47135.2

"Dr. Crusher has positively identified Captain Picard's DNA. There is no doubt now ... he is dead."

In a bar on the planet **Dessica II**, an away team from the *U.S.S. Enterprise NCC-1701-D* ask questions about the whereabouts of the missing **Captain Jean-Luc Picard**. **Counselor Troi** is informed by a local barfly that a man matching Picard's description was approached by a group of mercenaries, who then vaporized him. After further questioning, **Acting Captain Riker** learns that the alleged murderers have now moved on to the **Baradas** system.

The *Enterprise* heads towards **Baradas III**, the only **Class-M** planet in the system, which the **Debrune**, a race who are distantly related to the Romulans, used as an outpost 2,000 years ago. Soon after landing on the planet's surface, the away team are attacked by the mercenaries, and Riker is taken captive.

Reunited with Picard

On board the mercenary spacecraft, the new prisoner is greeted by the group's leader, **Arctus Baran**, who implants Riker with a neural transmitter capable of inflicting great pain. On a happier note, Riker is astounded to discover that Picard is aboard and is alive and well, posing as a smuggler called **Galen**.

Engineering a chance to be alone together, Picard explains to Riker that while on a mineral-hunting holiday on Dessica II he was confronted by the mercenaries and beamed aboard their ship; they had their phasers set on transportation mode, hence the confusion over his 'death'. Picard is posing as '**Galen** the smuggler' in order to learn why Baran, who is unaware that he has captured a **Starfleet** officer, is stealing Romulan artifacts from archeological sites within the sector.

Back on the *Enterprise*, new **Acting Captain Data** plots a course for the planet **Calder II**, a small **Federation** outpost with limited defenses, which he correctly surmises will be the next target for a mercenary raid. Arriving at Calder II, 'Galen' attempts to convince Baran that violence can be avoided if they use Riker to help them to get through **Federation** controls. But before a decision can be taken, the *Enterprise* also appears on the scene, and Baran prepares to engage in combat with the **Starfleet** craft.

ON SCREEN...



1 The away team's questions eventually yield results: a man matching Captain Picard's description has been vaporized by a group of mercenaries.



2 The senior staff must decide what to do next without their captain's guidance. They decide to follow the mercenaries' trail to the Baradas system.



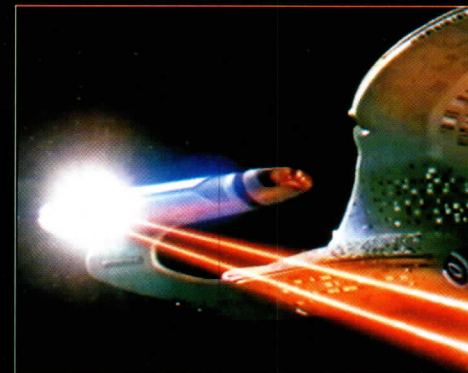
3 On the surface of Baradas III, the *U.S.S. ENTERPRISE* away team come under attack shortly after they have beamed down. Acting Captain Riker is captured.



4 Arctus Baran, the leader of the mercenary group, fits Riker with a device that is capable of causing him great pain if he steps out of line.



5 Picard is also on the ship, posing as a smuggler named Galen. The mercenaries have no idea that he is really an important **Starfleet** officer.



6 Baran is not intimidated by the larger, more sophisticated *U.S.S. ENTERPRISE*. He fires on the **Federation** ship almost immediately.





'Gambit' Part II

As captives of the mercenary **Arctus Baran**, Picard and Commander Riker have to pretend to be enemies aboard their own ship in order to prevent a stolen artifact, which can use thoughts to kill, from falling into the wrong hands.

Above the planet **Calder II**, Baran's ship fires at the **U.S.S. Enterprise NCC-1701-D**. The **Federation** vessel sustains minimal damage, but when Baran's ship withdraws, **Data** allows it to go to **warp 6**.

Still posing as the smuggler **Galen**, **Picard** learns that Baran's stolen artifacts are early **Vulcan** rather than **Romulan**. Meanwhile, the **Enterprise** follows the mercenary ship to the **Hiralyn system**, where Baran is to rendezvous with a **Klingon** transport vessel.

Picard converses with a Romulan crew member, **Tallera**. She claims that she is an undercover agent for the Vulcan security force, fighting Vulcan isolationists who believe their culture has been polluted by contact with other races. The extremists are attempting to reassemble the **Stone of Gol**, a psionic resonator which will enable its holder to kill telepathically. She believes that Baran is unwittingly searching for the missing pieces of this ancient weapon.

Puzzle solved

At the **Hiralyn** system, the **Enterprise** crew detains the Klingon ship and its pilot. Believing that Data and the crew now have the artifact it was carrying, Baran transports Picard and Riker onto the **Enterprise** to retrieve it. Picard takes the artifact and, after appearing to kill Riker with a phaser, returns to Baran's ship.

Picard then picks a fight with Baran, and kills the mercenary leader with his own neural transmitter. He takes command and pilots a course to Vulcan. Riker, who was merely stunned by Picard's phaser, contacts Vulcan security to warn them of the mercenary ship's approach; he is shocked to learn that the Vulcans have no knowledge of an undercover agent aboard the ship. As Picard also begins to realize that Tallera is working for the isolationists, the mercenaries beam down to the delivery

point on Vulcan, where they are ambushed by the **Enterprise** crew. Brandishing the reassembled resonator, Tallera threatens to destroy everything within its range. Based on his knowledge of the weapon's

inscriptions, Picard advises his colleagues to think only positive, peaceful thoughts: the weapon feeds off negative emotions. Unable to fire, Tallera is taken into custody by the Vulcan authorities. The threat is over.

ON SCREEN...



7 Picard, still pretending to be a smuggler named Galen, learns more about Baran's stolen artifacts.



8 The U.S.S. ENTERPRISE heads off the Klingon ship. The artifact it plans to deliver is now thought to be another piece of the potentially deadly Stone of Gol.

9 'Galen' fires on Commander Riker and appears to kill him, but the weapon is only on a stun setting.



10 On the surface of Vulcan, Tallera now has the power to destroy everything around her.



11 Tallera threatens to use the deadly weapon, but the Starfleet officers outwit her. By thinking peaceful thoughts, they render the Stone of Gol useless.

12 Tallera is apprehended by Vulcan authorities and the danger is averted. 'Galen' can go back to being Captain Jean-Luc Picard.

STARSHIP FACTS

A When Data takes control of the **U.S.S. Enterprise**, Worf questions some of his decisions, but accepts Data's warning that only one of them can be in command.

A 'Galen' claims to have smuggled artifacts from UFP sites for years.

'The Armageddon Game'

Chief O'Brien and Dr. Bashir are helping to bring peace to two warring races, the T'Lani and the Kelleruns, by destroying their stockpiles of deadly weapons. But a violent betrayal soon threatens the lives of two of Sisko's most valued officers.

CHIEF MEDICAL OFFICER'S LOG SUPPLEMENTAL

"Chief O'Brien and I are on board a T'Lani cruiser, helping the T'Lani and the Kelleruns eliminate their stockpiles of 'Harvesters', deadly biomechanical gene disruptors used by both sides in their centuries-long war."

After a week of scientific investigation, **Bashir** and **O'Brien** discover a method of destroying all remaining **Harvesters**, weapons used by both the **T'Lani** and the **Kelleruns** in their centuries-long war. But as Bashir prepares to destroy the last unit, Kellerun soldiers attack the T'Lani lab, killing everyone apart from the two **Starfleet** officers, who manage to overcome their assailants. Unable to contact their **Runabout**, the **U.S.S. Ganges**, Bashir and O'Brien escape by beaming down to the surface of **T'Lani III**. Later, on board **Deep Space Nine**, **Sisko** is informed by the T'Lani and Kellerun ambassadors that his officers have perished in a terrible accident.

False evidence

Sisko is given a recording from internal security sensors which appears to confirm this account. However, when **Keiko O'Brien** watches the recording, she is convinced it has been tampered with: it shows her husband drinking coffee in the afternoon, which she's sure he never does. Sisko and **Dax** return to T'Lani in another **Runabout**, in order to retrieve the **Ganges** and to discover exactly what occurred on the cruiser.

After Sisko confronts the T'Lani with his suspicions about the security recording, and learns from Dax that his staff might still be alive, the Kellerun and T'Lani ambassadors beam down to T'Lani III. They admit to Bashir and O'Brien that they were behind the attack on the lab: they are convinced that peace between their races can only be achieved if all knowledge of the Harvesters is removed. Bashir insists that the Federation has no use for "this horrible weapon", but he and O'Brien are about to be assassinated when both men are suddenly beamed aboard the **Runabout** manned by Sisko and Dax. The crew then manage to transport themselves to the second **Runabout**, just as a T'Lani cruiser fires at the first.

Recovering in **Deep Space Nine's** sickbay, O'Brien surprises Keiko by asking her for a reviving cup of coffee ... in the afternoon!

ON SCREEN...



1 The biomechanical gene disruptors known as Harvesters have caused untold agony to the T'Lani and Kelleruns, but soon the remaining weapons will be destroyed.



2 Suddenly, the lab is attacked. Everyone is killed except for Bashir and O'Brien, who are able to overcome their attackers and escape to the surface of T'Lani III.



3 Sisko is told that O'Brien and Bashir have been killed. Apparently, O'Brien tripped a security device, releasing a lethal pulse of radiation into the lab.



4 The T'Lani and Kellerun ambassadors believe that the only way to ensure peace is to kill everyone who knows anything about the Harvesters.



5 Even though the Starfleet officers want nothing to do with the weapon, the ambassadors are determined not to let them escape, and fire on their RUNABOUT.



6 O'Brien was infected with a drop from the Harvester in the first attack. He and Bashir are released just in time for him to receive medical treatment to save his life.

STARSHIP FACTS

On T'Lani III, Dr. Bashir recalls the love of his life - Palis Delon, a ballet dancer who had "exquisite feet".



FILE 70 STAR TREK: DEEP SPACE NINE

'Whispers'

Chief O'Brien is convinced that his friends and colleagues aboard *Deep Space Nine* are conspiring against him. Are they in league with Paradan rebels, intent on disrupting upcoming peace talks, or is the truth even stranger than O'Brien suspects?

O'BRIEN'S PERSONAL LOG STARDATE 47582.1

"None of this whole damn thing makes any sense ... I'm trying to remember the first time I noticed things were wrong. It seems to me ... yeah, it had to be the first morning after I got back to the station."

Miles O'Brien returns to *Deep Space Nine* after undergoing basic training in all the security measures necessary for upcoming Paradan peace talks, but he starts to believe that something has changed since his departure.

Everyone seems to be getting up very early; Bashir forcefully insists he has a medical checkup; and his wife, Keiko, engages in surreptitious conversations with Sisko.

The next morning, Sisko assigns O'Brien to work on the upper pylons, while the rest of the crew continue to prepare for the Paradan visit. Back in their quarters, Keiko is suspiciously anxious to ensure that Miles eats a meal she has prepared. He worries that Keiko has somehow been replaced, and that the food may have been poisoned.

Suspicious continue

Increasingly convinced that Sisko is deliberately keeping him out of the way, O'Brien attempts to review the ship's logs. He discovers that his access has been denied since his return from Parada, and that Sisko has been receiving messages from Paradan rebels. When O'Brien confronts Odo, Sisko, and Bashir with his suspicions, they insist that they mean the Chief no harm, but that he does not understand the true situation.

O'Brien commandeers a *Runabout* and heads towards Parada II, where he catches up with his colleagues. He threatens to shoot Sisko, but is felled by a Paradan weapon.

When Bashir emerges with a second O'Brien it is revealed that the dying Chief is in fact a replicant – a programmed killer designed to 'go off' during the peace talks; the real O'Brien was abducted while he attended security training. Only insider information from a Paradan rebel has enabled Sisko to keep the replicant O'Brien from having anything to do with the security arrangements. Sisko feels that the replicant's conviction that it was the real O'Brien ensured it acted with the best intentions.

STARSHIP FACTS

O'Brien tells Sisko that after 12 years of war the Paradans, who emit a strong odour which changes with their moods, are naturally paranoid about security for the peace talks.

ON SCREEN...



1 Chief O'Brien returns to *DEEP SPACE NINE* from the Paradan System, fully prepared for the peace talks which are to take place on the station.



3 Dr. Bashir insists that the Chief should undergo an unexplained medical examination, which simply adds to his fears. Something odd is definitely going on aboard the station.



5 O'Brien follows his colleagues down to Parada II and threatens to shoot Sisko, but an armed Paradan shoots first and mortally wounds him.



2 The Chief soon notices that many of his friends and colleagues are acting strangely, including his wife.



4 In his quarters, O'Brien reviews the station logs. He discovers that Sisko has been conversing with rebels.



6 The truth is revealed: this is not the real O'Brien but a sophisticated copy, created to disrupt the peace talks. Despite this, it tried to be a hero.



C continued

Cambra system

This celestial system is where the stranger **K'mtar** – who was actually **Alexander Rozhenko**, returned from the future – told **Worf** that he had chosen to travel through time. (*Starship Log*: 'Firstborn' [TNG]) **SEE FILES 48, 69**

Cambridge University

One of the oldest educational institutions on Earth, where scholars such as Issac Newton and Stephen Hawking developed significant scientific theories. **Data** held a chair here in **Q's** anti-time future of 2395. (*Starship Log*: 'All Good Things' [TNG]) **SEE FILES 7, 69**

camellia

An evergreen shrub of the genus *Camellia*, known for its shiny leaves and roselike blossoms of pink, white, or red. **Ronin** covered **Felisa Howard's** grave with camellia petals in 2370. (*Starship Log*: 'Sub Rosa' [TNG]) **SEE FILE 69**

Camor V

The population of this planet was devastated by the **Cardassian** war. **Jason Vigo** moved to **Camor V** from Earth in 2358, where his mother cared for some 40 **Camorite** war orphans. (*Starship Log*: 'Bloodlines' [TNG]) **SEE FILES 3, 18, 69**

Camorites

Residents of the planet **Camor V**. The **Camorites** suffered an enormous number of casualties during the **Cardassian** war of the mid-24th century. (*Starship Log*: 'Bloodlines' [TNG]) **SEE FILES 18, 69**

Camp Khitomer

A retreat and convention site on the planet **Khitomer**. A historic peace conference, which fostered détente between the **Klingon Empire** and the **United Federation of Planets**, was held here in 2293. (*Starship Log*: *Star Trek VI: The Undiscovered Country*) **SEE FILES 3, 11, 77**

Campio, Minister

This member of the Conference of Judges from **Kostolain** was once engaged to **Lwaxana Troi**. **Campio** eventually decided Troi was an unsuitable mate, and deserted her at the altar. (*Starship Log*: 'Cost of Living' [TNG]) **SEE FILES 58, 69**



▲ The peace talks held at Camp Khitomer in 2293 went a long way to creating a lasting peace between longtime enemies the United Federation of Planets and the Klingon Empire.



▲ The skyline of 24th-century Cambridge is a mix of ancient and modern architecture, as can be seen from this view down King's Parade.

Campor III

A colony was founded on this planet in 2371. (*Starship Log*: 'Defiant' [DS9]) **SEE FILES 3, 70**

Camus II

The **U.S.S. Enterprise NCC-1701** aided an archeological team exposed to radiation on this planet in 2269. One of the archeologists, **Dr Janice Lester**, used an ancient energy-transfer device to switch her consciousness with **James Kirk's**. (*Starship Log*: 'Turnabout Intruder' [TOS]; 'Legacy' [TNG]) **SEE FILES 3, 43, 68, 69**

canapés

A cracker or thin piece of bread topped with a spread. **Miles O'Brien** prepared canapés for his wife **Keiko** on 'I'm Married to the Most Wonderful Woman in the Galaxy Day' in 2371. (*Starship Log*: 'The House of Quark' [DS9]) **SEE FILES 7, 70**

Canar

This ancient crystalline ornament is used by the **Haliians** to focus their precognizant thoughts and passions, including during the act of lovemaking. (*Starship Log*: 'Aquiell' [TNG]) **SEE FILES 18, 69**

cannon, phased-ion

A ship-based weapon used by the hostile and paranoid **Mokra Order**. In 2371, **Third Magistrate Augris** threatened to open fire on the **U.S.S. Voyager** with 85 such cannons. (*Starship Log*: 'Resistance' [VOY]) **SEE FILE 71**

Canopus

This star is also known as Alpha Caranae. Since at least the 20th century, it has been used as a navigational reference point by various space vessels, including the **U.S.S. Enterprise NCC-1701**. (*Starship Log*: 'Arena' [TOS]) **SEE FILES 4, 68**

Canopus Planet

Not to be confused with the star Canopus, this planet was where **Phineas Tarbolde** composed his famous and beloved sonnet 'Nightingale Woman' in 1996. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 3, 68**

Capella IV

This planet has extensive resources of topaline, a critical mineral in **Federation** life-support systems. In 2267, **Kirk** and the **U.S.S. Enterprise** reached an agreement with the **Capellans** for mining topaline. (*Starship Log*: 'Friday's Child' [TOS]) **SEE FILES 18, 68**

Cambra System
Cambridge University
camellia
Camor V
Camorites
Camp Khitomer
Campio, Minister
Campor III
Camus II
canapés
Canar
cannon, phased-ion
Canopus
Canopus Planet
Capella IV
Capellans
Captain Picard Day
captain's yacht
car salesman
Cararian Mountains
carbon reaction chambers
carbon units
Cardassia
Cardassia III
Cardassian IV
Cardassia V
Cardassia Prime
Cardassian ale
Cardassian Articles of Jurisprudence
Cardassian Bureau of Identification
Cardassian Central Command



▲ When Minister Campio finally met Lwaxana Troi, he found her disregard for protocol unacceptable.



▲ Geordi La Forge hoped that use of the ancient Canar ornament would make him more successful than usual with women.



◀ The Capellan race are humanoid, but have a much lower level of technology than the Federation. Their society is based on warrior values: they consider combat more interesting than making love, and have little time for doctors as they believe the weak should die rather than be cured.

Capellans This tribal race lives by a rigid warrior code, and resides on the planet **Capella IV**. The **Ten Tribes of Capella** are ruled by a single **Teer**, but are prone to power struggles. (Starship Log: 'Friday's Child' [TOS]) **SEE FILES 18, 68**

Captain Picard Day An annual day aboard the **U.S.S. Enterprise NCC-1701-D**, with special games and festivities for the schoolchildren. The featured activity is a competition for the best portrait of the captain. (Starship Log: 'The Pegasus' [TNG]) **SEE FILES 25, 43, 69**

captain's yacht A rarely-used shuttle vehicle available on all **Galaxy-class Federation** ships. It is intended for the transport of diplomats, celebrities, and other V.I.P. guests. **SEE FILE 25**

car salesman In 20th-century Earth culture, car salesmen were regarded as especially deceitful and disreputable. **General Denning** told **Quark** that the **Ferengi** reminded him of his car salesman brother-in-law. It was not intended as a compliment. (Starship Log: 'Little Green Men' [DS9]) **SEE FILE 70**

Cararian Mountains

A remote range on the **Vhinori** homeworld, where **Hatil** considered joining some friends in 2371, rather than performing the ritual suicide expected of him. (Starship Log: 'Emanations' [VOY]) **SEE FILES 18, 71**

▶ The Vhinori believe that death is a step into the 'next emanation' – the afterlife. The old and weak often take this path so as not to become a burden to their families, but Hatil felt he would rather live out his days naturally in the Cararian Mountains.



carbon reaction chambers A component of **Cardassian** fusion reactors, including those on **Deep Space Nine**. (Starship Log: 'The Forsaken' [DS9]) **SEE FILES 27, 70**

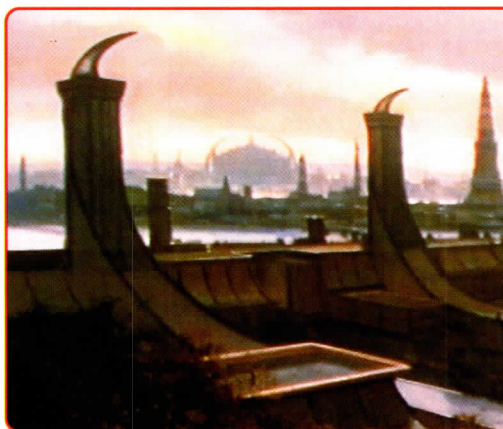
carbon units Term used by the **V'Ger** probe in 2271 to describe the crew of the **U.S.S. Enterprise**. V'Ger believed the ship to be a life form, and considered the crew a parasitic infection. (Starship Log: **Star Trek: The Motion Picture**) **SEE FILE 42, 72**

Cardassia **SEE Cardassia Prime SEE FILES 3, 13, 69, 70**

Cardassia III A planet within the **Cardassia** system. **Quark** discovered that, according to **Grand Nagus Zek's** personal logs, Zek procured the **Orb of Wisdom** from his contacts here in 2371. (Starship Log: 'Prophet Motive' [DS9]) **SEE FILES 3, 13, 70**

Cardassia IV The **Hutet** labor camp was located on this planet. **Bajoran** prisoners, including **Li Nalas**, were detained here during, and after, the **Cardassian** occupation of their homeworld. (Starship Log: 'The Homecoming' [DS9]) **SEE FILES 3, 10, 13, 47, 70**

Cardassia V Fifth planet in the **Cardassia** system. In 2370, **Quark's** cousin **Kono** was caught at **Deep Space Nine** with bone carvings that had been stolen from a museum here. (Starship Log: 'Shadowplay' [DS9]) **SEE FILES 3, 13, 51, 70**



▶ The skyline of Cardassia Prime, the homeworld of the Cardassian Union, boasts impressive architecture. Many of the large structures are monuments to war heroes, who are often buried beneath them. In recent times, the planet's once-plentiful natural resources have been depleted.

Cardassia Prime Home planet of the **Cardassian** Union.

Numerous famed archeological ruins of a once-prosperous civilization are found here, although many of the artifacts themselves have been looted by locals and others. (Starship Log: 'The Wounded', [TNG]; 'Tribunal' [DS9]) **SEE FILES 3, 13, 69, 70**

Cardassian ale An intoxicating beverage, served in **Quark's** bar. **Gul Dukat** demanded at least two cases when he discovered **Quark** had provided a false alibi for **Kira Nerys**. (Starship Log: 'Necessary Evil' [DS9]) **SEE FILES 13, 70**

Cardassian Articles of Jurisprudence The statutes of **Cardassian** justice. Defendants are found guilty and sentenced before their public trials, which are used to demonstrate the wisdom of the state in maintaining an orderly society. (Starship Log: 'Tribunal' [DS9]) **SEE FILES 13, 43, 70**

Cardassian Bureau of Identification Through the use of mandatory dental and hair samples, this **Cardassian** governmental department maintains comprehensive identity records of all Cardassian citizens, and any non-Cardassians charged with criminal activity, such as **Deep Space Nine's** Chief of Operations, **Miles O'Brien**. (Starship Log: 'Tribunal' [DS9]) **SEE FILES 13, 43, 70**

Cardassian Central Command The ruling body of the **Cardassian** Union, which exercised complete authority over the race's military forces. (Starship Log: 'Defiant' [DS9]) **SEE FILES 13, 70**